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OFFICIAL STRATEGY GUIDE

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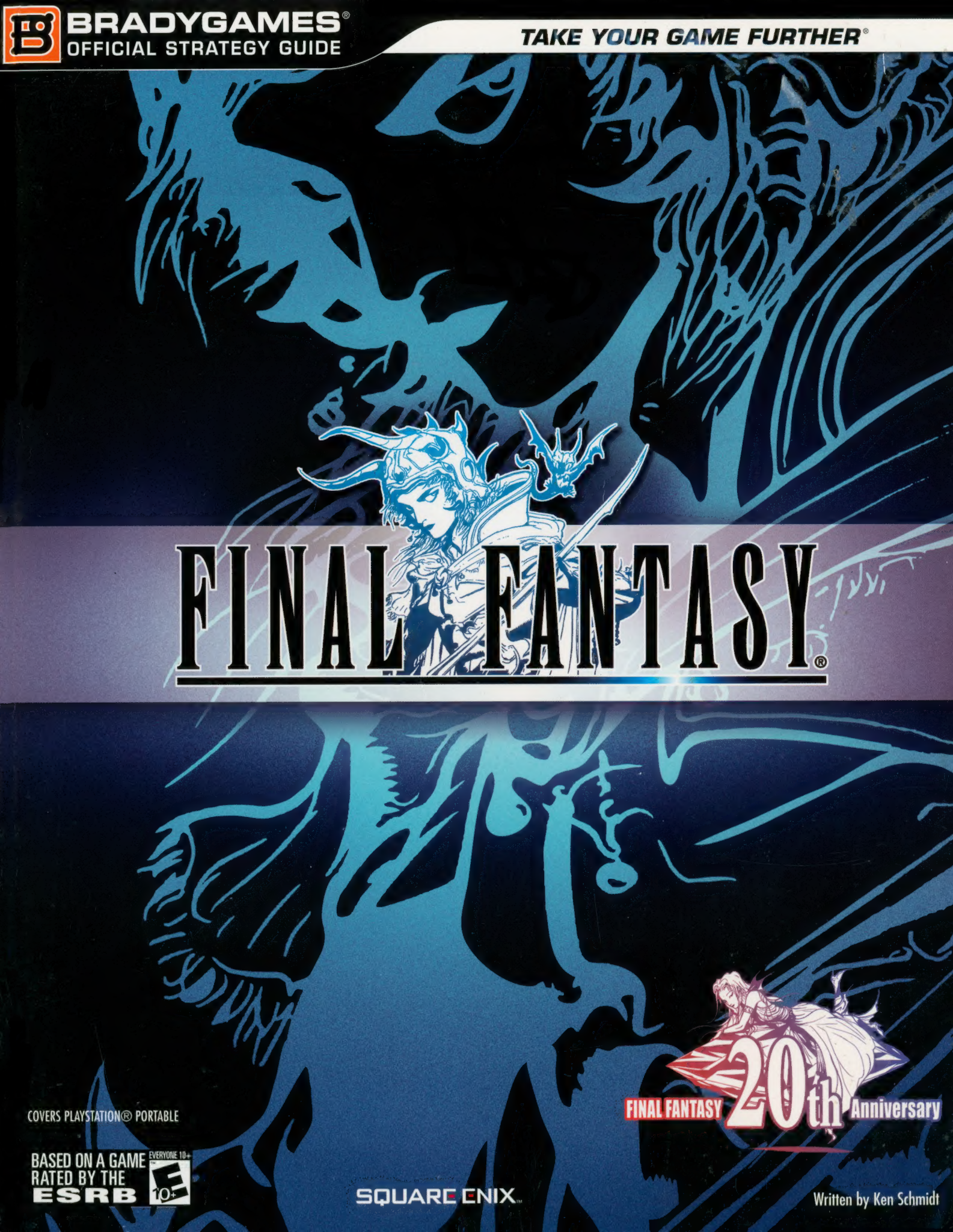

FINAL FANTASY®

FINAL FANTASY 20th Anniversary

COVERS PLAYSTATION® PORTABLE

BASED ON A GAME RATED BY THE ESRB

EVERYONE 10+

SQUARE ENIX

Written by Ken Schmidt

FINAL FANTASY®

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Game Basics

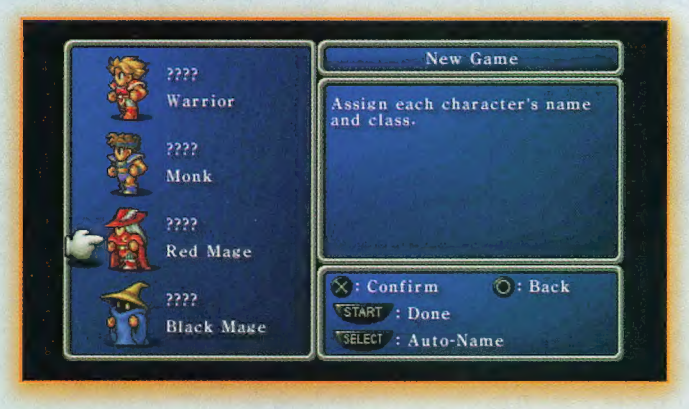
Getting Started

Welcome to the beginning, not only of this guide, but to the *FINAL FANTASY* series. The graphics have been enhanced from their previous 8-bit incarnation and an impressive CG intro has been added. If you played *FINAL FANTASY* when it originally appeared on the NES, then you're already familiar with the game's mechanics. If you're a fan of the series and never played the original, then take a moment to browse the game manual for the basics of getting a game up and running.

The latest incarnation *FINAL FANTASY* includes a modified version of the original adventure (one big change is the ability to save almost anywhere and at almost any time), the bonus dungeons from *Dawn of Souls*, and a completely new dungeon called the Labyrinth of Time.

Picking the Right Party

At the beginning of the game, you must choose a class for each of your four characters. With six classes and four characters, this is a difficult decision. A good rule of thumb for a balanced party is to use two offensive characters (Warriors, Thieves, or Monks) and two spellcasters (Black Mages, White Mages, or Red Mages). To learn more about each character class, flip ahead to the "Character Classes" section.



The Controls

Main Menu

Pressing the Triangle button while not engaged in battle brings up the main menu. This screen provides a quick overview of every character's current status, your current location, and progress through the game.

In addition, there are seven options that allow you to use Items or Magic, change a character's equipment, get an in-depth view of a character's status, change the party's formation, alter the configuration of the game settings, or save the game.

Soft Reset

Pressing START + SELECT + L + R takes you back to the opening game screen for *FINAL FANTASY*.

Items

Use this menu to manage the items in your inventory. The name of each item is listed, followed by the quantity of that particular item in your inventory. Your inventory can hold up to 99 of a single item.

The Key Items selection lists special items collected throughout your adventure. The items displayed here have specific uses that are triggered by events in the game.

Magic

Select a character to view a list of that character's current spells. This screen enables you to use certain spells (those highlighted in white text), or discard a spell that you want to replace with another.

Equipment

A character's Equipment menu enables you to equip weapons, shields, helmets, armor and gloves. The four values on the bottom-right side of the screen change based on the item being equipped (some of the items obtained from the bonus dungeons impact other numbers not seen on this screen). Yellow numbers indicate an improvement, while gray numbers indicate a decline in those four stats.

Select Optimal to automatically equip the items with the best stats. Select Remove, then choose a piece of equipment to return that piece of equipment to the party's inventory. Don't leave this screen too quickly! Keep in mind that the Optimize option does not take into account any enemies that you may encounter. A Mythril Sword has a lower Attack rating than a Flame Sword, but you don't want to equip a Flame Sword if you're about to face a Red Dragon.

Status

The Status screen shows each ability rating for a particular character, as well as that character's current EXP and the amount of EXP needed to level up. Before venturing into a new area, check each character's Status screen to see if anyone is about to level up.

Formation

This option allows you to select two characters and switch their places in the party's marching order.

Configuration

The Configuration menu allows you to change the gameplay settings. Highlight a selection to display information about that option on the bottom of the screen.

Dash

On	Always dash while moving.
Off	Dash only when dash button is pressed.

This is only effective in towns and dungeons. It has no real impact on gameplay other than speeding through these areas.

Cursor

Default	Keep default cursor position in menus.
Memory	Remember cursor position in menus.

If you repeat the same commands and use the same items continuously, the Memory option reduces the tedium of selecting the same options on every turn.

Message Speed

The closer to 'Fast' this option is set, the quicker messages will scroll during the game.

Controls

This menu enables you to change the Confirm/Back button, Menu button, Bestiary button and how you control your party's movement.

Window Color

Use this option to change the Red, Green and Blue settings of the menu windows.

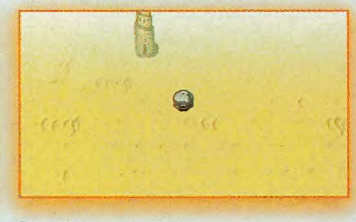
Bestiary

Each enemy you fight and the number defeated is listed here. There is a completion percentage (which comes into play as one of the game's secrets) included on the main screen. Select an enemy to view additional information about it.

Terrain and Travel

Plains

Forest



Desert

Stone

Mountains

Shallow Water

Deep Water

Modes of Transportation

WALKING: The party can walk over Plains, Forest, Desert, and Stone areas.

SHIP: The Ship is used to travel over deep water, but is limited to docking at a harbor until the party gains the use of the Canoe. With the Canoe, the Ship can dock at rivers.

CANOE: The Canoe is used to cross the shallow water of rivers and lakes.

AIRSHIP: The Airship flies over every type of terrain, but can only land on open plains.

BASICS OF BATTLE

While exploring dungeons and castles or traveling from town to town, your party will randomly encounter groups of enemies. In addition, there are pre-arranged battles against bosses that are triggered by speaking with certain NPCs, or by stepping on a certain point.

Between Battles

When you're not actively engaged in a battle, you can prepare each character—or your entire party—to improve their chances for survival and success. Each town or monster-infested area may contain better equipment than what your party currently uses. When you acquire something new (by purchasing it, looting it from a chest, or if it's dropped by an enemy), compare it against your characters' current equipment. Items that can't be equipped (Antidotes, Potions, etc.) generally serve as back-ups for White Magic spells that your party may not have. These items, which are used to restore HP or remove status ailments, are consumed after a single use. You cannot consume Key Items; these items are necessary to trigger certain events and advance the game's storyline.

You must purchase Black and White Magic from the appropriate magic shops, which are always located inside a town. Generally, Black Magic is used to inflict damage and status ailments, while White Magic is used to restore HP and remove status ailments. Not all characters can use magic, but it's extremely important to keep spell lists full for the ones who can.

Use the Formation command in the main menu to change the order of your characters (the character in the top position appears on the screen while you're navigating). Characters closer to the top position are more likely to get hit, so place the characters with the highest hit points accordingly.

During Battle

Unlike the later games in the FINAL FANTASY series, *FINAL FANTASY* has a fairly simple battle system. Your characters have six choices from which to select one action per round of battle. Those options are:

1. Attack a single enemy with that character's equipped weapon.
2. Use Magic to heal allies' HP, remove status effects, or inflict damage on enemies.
3. Defend in an attempt to reduce damage taken from enemy attacks.
4. Use Items from your party's inventory, or one that the character has equipped.
5. Equip an item from your party's inventory to use in battle (the character can perform another action this turn).
6. Attempt to Flee the battle.

After Battle

After a successful battle, the surviving members of your party (those who aren't KO'd or afflicted with Stone) divvy up the EXP and collect all the gil and items (if there are any) left behind.

EXP is used to raise each character's level. The higher a character's level, the more powerful he or she is in combat and—if they can cast spells—the more MP he or she will have to use on magic.

There are several methods to use to restore the entire group's HP and MP. Sleeping Bags and Tents restore some HP to each party member and can be used anywhere on the World Map. Cottages are the same, but they restore more HP and all MP to each character. Staying at an Inn restores each character's full HP and MP.

STATUS CONDITIONS AND THEIR CURES

Many magical status effects raise and lower stats, like Haste and Slow. There are seven status conditions with special effects that are important to know. These conditions can affect both allies and enemies.

POISON

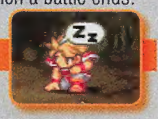
The character takes damage each turn of battle and for each step taken between battles.

Use the spell Poisona or the item Antidote to remove this ailment. Note that this condition persists after a battle ends if it isn't removed.

PARALYSIS

The character cannot move or act.

This ailment may go away on any turn, but always vanishes when a battle ends.



SLEEP

The character cannot move or act.

This ailment may go away on any turn, but always disappears when a battle ends.

DARKNESS

The character's accuracy and evade scores drop.

Use Blindna to remove this ailment. If nothing is done during battle, the condition always goes away when the battle ends.

SILENCE

The character cannot cast spells.

Use the spell Vox to cure this ailment. If nothing is done during battle, the condition always goes away when the battle ends.

STONE

The character cannot act.

Use the spell Stona or the item Gold Needle to remove this ailment. Note that this condition persists after a battle ends if it isn't removed.

KO

When a character's HP reach 0, the character cannot move or act.

To revive a KO'd character, use the Life or Full-Life spells, a Phoenix Down, or visit a Sanctuary and make the requested donation.

ONE MORE CONDITION...

There is one more status condition: Confusion. Caused by the spell of the same name, this condition only affects enemies. When affected, the enemies turn the other direction. A confused enemy will attack its comrades or itself at random.

The Magic System

Magic is divided into two categories (Black and White) and ranked from level 1 to 8. Although there are four Black Magic spells and four White Magic spells in each level, each character can only learn three spells per level. If you would like to learn a spell but have already filled the three slots allowed, you may use the Discard option in the Magic menu to drop a spell and free up a spot. You can fill Red Mages' slots with any combination of White and Black Magic spells, provided they can learn those spells. Knights have a limited selection of White Magic, while Ninjas face the same situation with Black Magic.

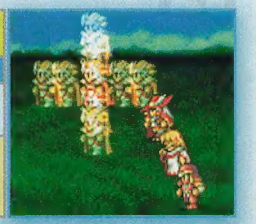
It takes MP to cast spells and all spell levels use the same pool of MP. Each class that can cast spells gains MP with each level increase, but the amount gained is random. For this reason, if you have a Warrior or Thief in your group, it's a good idea to complete the class change as early as possible to maximize the amount of MP the Knights and Ninja can accrue.

White Magic Level 1

Blink

MP Cost	Class	Cost	Location
3		50	CORNELIA

Comments: Raises caster's evasion.



Cure

MP Cost	Class	Cost	Location
3		50	CORNELIA

Comments: Restores a little HP to one ally.

Dia

MP Cost	Class	Cost	Location
5		50	CORNELIA

Comments: Deals damage to all undead foes.

Protect

MP Cost	Class	Cost	Location
3		50	CORNELIA

Comments: Raises one ally's defense.

White Magic Level 2

Blindna

MP Cost	Class	Cost	Location
3		250	PRAVOKA

Comments: Cures darkness.

Invis

MP Cost	Class	Cost	Location
5		250	PRAVOKA

Comments: Raises one ally's evasion.

NulShock

MP Cost	Class	Cost	Location
8		250	PRAVOKA

Comments: Reduces lightning damage by half.

Silence

MP Cost	Class	Cost	Location
5		250	PRAVOKA

Comments: Prevents all foes from casting spells.

White Magic

Level 3

Cura

MP Cost	Class	Cost	Location
10		1000	ELFHEIM

Comments: Restores HP to one ally.

Heal

MP Cost	Class	Cost	Location
10		1000	ELFHEIM

Comments: Restores a little HP to entire party.

Diara

MP Cost	Class	Cost	Location
12		1000	ELFHEIM

Comments: Deals damage to all undead foes.

NulBlaze

MP Cost	Class	Cost	Location
8		1000	ELFHEIM

Comments: Reduces fire damage by half.

White Magic

Level 4

Fear

MP Cost	Class	Cost	Location
10		2500	ELFHEIM

Comments: Drives all foes away in terror.

Poisona

MP Cost	Class	Cost	Location
3		2500	ELFHEIM

Comments: Cures poison.

NulFrost

MP Cost	Class	Cost	Location
8		2500	ELFHEIM

Comments: Reduces ice damage by half.

Vox

MP Cost	Class	Cost	Location
3		2500	ELFHEIM

Comments: Cures silence.

White Magic

Level 5

Curaga

MP Cost	Class	Cost	Location
20		5000	MELMOND

Comments: Restores a lot of HP to one ally.

Healara

MP Cost	Class	Cost	Location
25		5000	MELMOND

Comments: Restores HP to entire party.

Diaga

MP Cost	Class	Cost	Location
25		5000	MELMOND

Comments: Deals damage to all undead foes.

Life

MP Cost	Class	Cost	Location
20		5000	MELMOND

Comments: Revives one KO'd ally.

White Magic

Level 6

Exit

MP Cost	Class	Cost	Location
10		13,000	CRESCENT LAKE

Comments: Transports party out of dungeons.

Protera

MP Cost	Class	Cost	Location
20		13,000	CRESCENT LAKE

Comments: Raises party's defense.

Invisira

MP Cost	Class	Cost	Location
25		13,000	CRESCENT LAKE

Comments: Raises party's evasion.

Stona

MP Cost	Class	Cost	Location
10		13,000	CRESCENT LAKE

Comments: Cures stone.

White Magic

Level 7

Curaja

MP Cost	Class	Cost	Location
35		30,000	GAIA

Comments: Fully restores one ally's HP.

Healaga

MP Cost	Class	Cost	Location
38		30,000	ONRAC

Comments: Restores a lot of HP to entire party.

Diaja

MP Cost	Class	Cost	Location
35		30,000	GAIA

Comments: Deals damage to all undead foes.

NulDeath

MP Cost	Class	Cost	Location
28		30,000	ONRAC

Comments: Enhances party's defense against death.

White Magic

Level 8

Dispel

MP Cost	Class	Cost	Location
35		40,000	GAIA

Comments: Negates one foe's magical defenses.

Holy

MP Cost	Class	Cost	Location
50		40,000	GAIA

Comments: Damages all foes with holy light.

Full-Life

MP Cost	Class	Cost	Location
40		40,000	LUFENIA

Comments: Revives one ally and fully restores HP.

NulAll

MP Cost	Class	Cost	Location
40		40,000	GAIA

Comments: Reduces damage from spells by half.

Black Magic

Level 1

Fire

MP Cost	Class	Cost	Location
5		50	CORNELIA

Comments: Deals fire damage to one foe.

Sleep

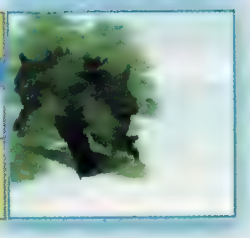
MP Cost	Class	Cost	Location
3		50	CORNELIA

Comments: Puts all foes to sleep.

Focus

MP Cost	Class	Cost	Location
3		50	CORNELIA

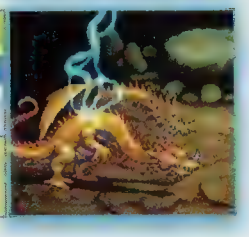
Comments: Lowers one foe's evasion.



Thunder

MP Cost	Class	Cost	Location
5		50	CORNELIA

Comments: Deals lightning damage to one foe.



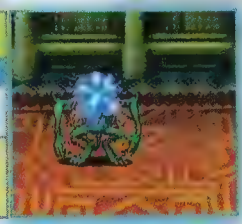
Black Magic

Level 2

Blizzard

MP Cost	Class	Cost	Location
8		250	PRAVOKA

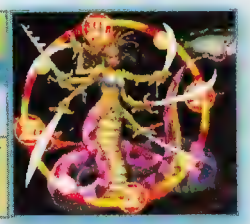
Comments: Deals ice damage to one foe.



Slow

MP Cost	Class	Cost	Location
5		250	PRAVOKA

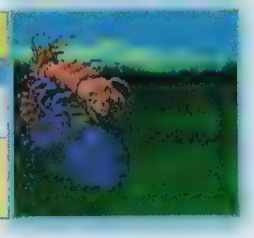
Comments: Reduces all foes' number of attacks.



Dark

MP Cost	Class	Cost	Location
5		250	PRAVOKA

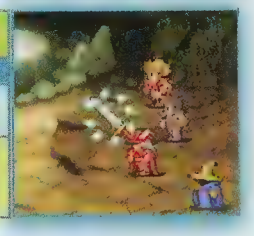
Comments: Blinds all foes with darkness.



Temper

MP Cost	Class	Cost	Location
10		250	PRAVOKA

Comments: Raises one ally's attack.



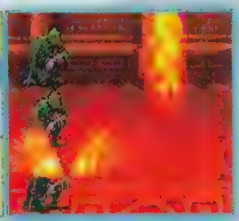
Black Magic

Level 3

Fira

MP Cost	Class	Cost	Location
15		1000	ELFHEIM

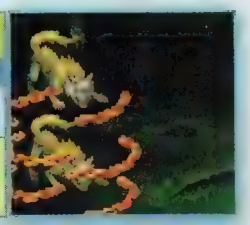
Comments: Deals fire damage to all foes.



Hold

MP Cost	Class	Cost	Location
10		1000	ELFHEIM

Comments: Paralyzes one foe



Focara

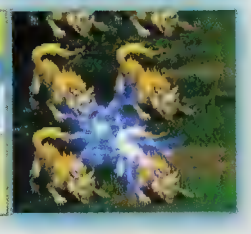
MP Cost	Class	Cost	Location
10		1000	ELFHEIM

Comments: Lowers evasion of all foes.

Thundara

MP Cost	Class	Cost	Location
15		1000	ELFHEIM

Comments: Deals lightning damage to all foes.



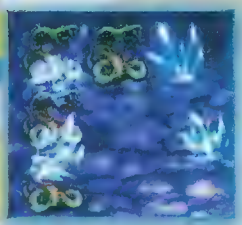
Black Magic

Level 4

Blizzara

MP Cost	Class	Cost	Location
18		2500	ELFHEIM

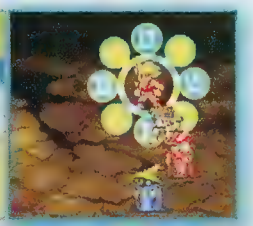
Comments: Deals ice damage to all foes.



Haste

MP Cost	Class	Cost	Location
15		2500	ELFHEIM

Comments: Double one ally's number of attacks.



Confuse

MP Cost	Class	Cost	Location
15		2500	ELFHEIM

Comments: Causes foes to turn on each other.

Sleepra

MP Cost	Class	Cost	Location
15		2500	ELFHEIM

Comments: Puts one foe to sleep.

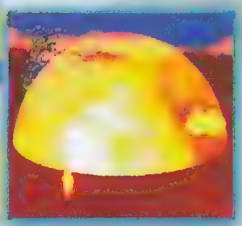
Black Magic

Level 5

Firaga

MP Cost	Class	Cost	Location
30		5000	MELMOND

Comments: Deals fire damage to all foes.



Slowra

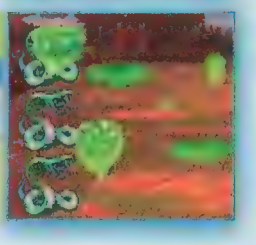
MP Cost	Class	Cost	Location
18		5000	MELMOND

Comments: Reduces one foe's number of attacks.

Scourge

MP Cost	Class	Cost	Location
28		5000	MELMOND

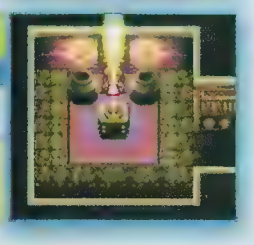
Comments: Instantly kills all foes.



Teleport

MP Cost	Class	Cost	Location
5		5000	MELMOND

Comments: Transports party to previous floor.



Black Magic

Level 6

Death

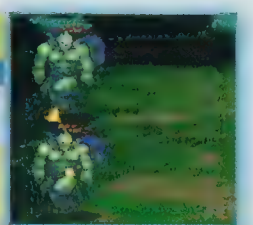
MP Cost	Class	Cost	Location
30		13,000	CRESCENT LAKE

Comments: Instantly kills one foe.

Stun

MP Cost	Class	Cost	Location
20		13,000	CRESCENT LAKE

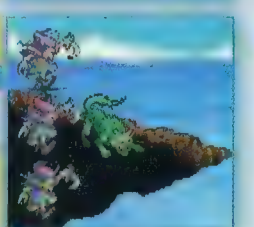
Comments: Paralyzes one foe.



Quake

MP Cost	Class	Cost	Location
32		13,000	CRESCENT LAKE

Comments: Calls an earthquake to swallow foes.



Thundaga

MP Cost	Class	Cost	Location
35		13,000	CRESCENT LAKE

Comments: Deals lightning damage to all foes.

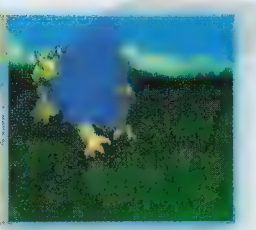
Black Magic

Level 7

Blind

MP Cost	Class	Cost	Location
25		30,000	ONRAC

Comments: Blinds one foe with darkness.



Break

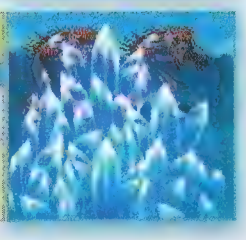
MP Cost	Class	Cost	Location
30		30,000	GAIA

Comments: Petrifies one foe.

Blizzaga

MP Cost	Class	Cost	Location
40		30,000	GAIA

Comments: Deals ice damage to all foes.



Saber

MP Cost	Class	Cost	Location
25		30,000	ONRAC

Comments: Raises caster's attack and accuracy.

Black Magic

Level 8

Flare

MP Cost	Class	Cost	Location
50		40,000	LUFENIA

Comments: Blasts all foes with light and heat.

Stop

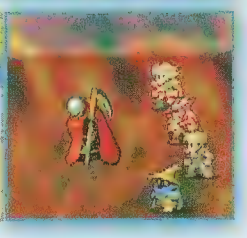
MP Cost	Class	Cost	Location
30		40,000	GAIA

Comments: Stops time and paralyzes all foes.

Kill

MP Cost	Class	Cost	Location
40		40,000	GAIA

Comments: Instantly kills one foe.



Warp

MP Cost	Class	Cost	Location
38		40,000	GAIA

Comments: Banishes foes to another dimension.

Items

A great deal of the following Items, Armor, and Weapons may also appear in randomized treasure chests in the bonus dungeons.

Recovery Items

Potion

What It Does: Restores 50 HP.

Chest	Chaos Shrine, Matoya's Cave x2, Mount Duergar, Cavern of Earth B1, Flying Fortress 1F, Flying Fortress 3F
Prize	15 Puzzle, no placing
Shop	Cornelia, Pravoka, Elfheim, Crescent Lake
Cost/Sell	40 gil/20 gil
Dropped	Goblin Guard, Crazy Horse, Sahagin, Clay Golem, Black Goblin

Hi-Potion

What It Does: Restores 150 HP.

Chest	Mount Gulg B2
Shop	Crescent Lake, Gaia, Onrac, Whisperwind Cove B1-B9
Cost/Sell	150 gil/75 gil
Dropped	Green Slime, White Croc, Knocker

X-Potion

What It Does: Fully restores HP.

Chest	Dragon Caves B1
Prize	15 Puzzle, 1st Place
Dropped	Lesser Tiger, Echidna
Sell	300 gil

Ether

What It Does: Restores 50 MP.

Chest	Mount Duergar, Cavern of Ice B1
Prize	15 Puzzle, no placing
Shop	Pravoka, Crescent Lake, Gaia, Onrac
Cost/Sell	150 gil/75 gil
Dropped	Air Elemental, Unicorn

Turbo Ether

What It Does: Restores 150 MP.

Shop	Whisperwind Cove B11-B19
Cost/Sell	500 gil/250 gil
Dropped	Earth Plant

Dry Ether

What It Does: Fully restores MP.

Chest	Dragon Caves B1, Chaos Shrine 3F
Prize	15 Puzzle, 2nd place
Dropped	Lich, Ahriman, Holy Dragon
Sell	800 gil

Elixir

What It Does: Fully restores HP and MP.

Chest	Dragon Caves B1, Chaos Shrine 3F
Prize	15 Puzzle, 2nd place
Dropped	Death Eye
Sell	1000 gil

Megalixir

What It Does: Fully restores party's HP and MP.

Chest	Chaos Shrine B2
Dropped	Dragon Zombie, Phantom Train, Abyss Worm
Sell	2000 gil

Antidote

What It Does: Cures poison.

Chest	Matoya's Cave, Marsh Cave B3, Cavern of Earth B1, Mount Gulg B2, Mount Gulg B4, Sunken Shrine 5F
Prize	15 Puzzle, no placing
Shop	Cornelia, Pravoka, Elfheim
Cost/Sell	50 gil/25 gil
Dropped	Warg Wolf, Desertpede, Gloom Widow, Python

Eye Drops

What It Does: Cures darkness.

Prize	15 Puzzle, no placing
Shop	Pravoka
Cost/Sell	50 gil/25 gil
Dropped	Ogre Mage, Kraken

Gold Needle

What It Does: Cures stone.

Chest	Chaos Shrine, Cavern of Earth B3, Mount Gulg B4 or Mount Gulg B5, Dragon Caves B1, Flying Fortress 3F x2
Prize	15 Puzzle, no placing
Shop	Elfheim, Onrac
Cost/Sell	500 gil/250 gil
Dropped	Cockatrice, Pyrolisk, Basilisk

Echo Grass

What It Does: Cures silence.

Prize	15 Puzzle, no placing
Shop	Elfheim
Cost/Sell	50 gil/25 gil
Dropped	Skeleton

Remedy

What It Does: Cures ailments except stone and KO.

Prize	15 Puzzle, 2nd place
Shop	Onrac, Whisperwind Cove B21-B29
Cost/Sell	1500 gil/750 gil
Dropped	Earth Elemental, Bloody Eye, Catoblepas

Phoenix Down

What It Does: Revives one KO'd ally.

Chest	Marsh Cave B3, Mount Gulg B2
Prize	15 Puzzle, no placing
Shop	Cornelia, Pravoka, Crescent Lake, Gaia, Whisperwind Cove B11-B19
Cost/Sell	500 gil/250 gil
Dropped	Mindflayer, Soldier

Sleeping Bag

What It Does: Partially restores party's HP. Can only be used outdoors.

Chest	Cavern of Earth B3, Cavern of Ice B1
Shop	Cornelia
Cost/Sell	50 gil/25 gil
Dropped	Weretiger

Tent

What It Does: Partially restores party's HP and MP. Can only be used outdoors.

Chest	Castle Cornelia 1F, Chaos Shrine, Mount Duergar, Cavern of Earth B2, Cavern of Earth B4, Mount Gulg B2, Dragon Caves B1, Mirage Tower 1F
Shop	Elfheim, Crescent Lake, Gaia
Cost/Sell	160 gil/80 gil
Dropped	Hill Gigas, Manticore

Cottage

WHAT IT DOES: Fully restores party's HP and MP. Can only be used outdoors.

Chest	Castle Cornelia 1F, Marsh Cave B3, Mount Duergar, Mount Gulg B4, Citadel of Trials 3F, Dragon Caves B1, Mirage Tower 2F, Flying Fortress 2F
Shop	Gaia, Onrac
Cost/Sell	2000 gil/1000 gil
Dropped	Crocodile

Emergency Exit

What It Does: Transports party out of dungeons and towns.

Prize	15 Puzzle, 2nd place
Dropped	Purple Worm
Sell	100 gil

COMBAT ONLY ITEMS

Hermes' Shoes

What It Does: Casts Haste.

Prize	15 Puzzle, 2nd place
Shop	Whisperwind Cove B31-B39
Cost/Sell	6500 gil/100 gil
Dropped	Vampire Lord, Mage Chimera

Cockatrice Claw

What It Does: Petrifies one foe.

Prize	15 Puzzle, 3rd place
Dropped	Poison Eagle
Sell	100 gil

Spider's Silk

What It Does: Slows down all foes.

Prize	15 Puzzle, 3rd place
Dropped	Scorpion
Sell	100 gil

Red Curtain

What It Does: Casts NulBlaze.

Prize	15 Puzzle, 3rd place
NPC Sale	Whisperwind Cove
Cost/Sell	300 gil/100 gil
Dropped	Dark Wizard, Flare Gigas

Light Curtain

What It Does: Casts NulAll.

NPC Sale	Whisperwind Cove
Cost	1000 gil
Dropped	Cagnazzo
Sell	100 gil

Lunar Curtain

What It Does: Casts NulDeath.

NPC Sale	Whisperwind Cove
Cost/Sell	500 gil/100 gil
Dropped	Scarmiglione, Yellow Dragon, Black Dragon

Blue Curtain

What It Does: Casts NulShock.

Prize	15 Puzzle, 3rd place
NPC Sale	Whisperwind Cove
Cost/Sell	300 gil/100 gil
Dropped	Sahagin Queen

White Curtain
What It Does: Casts NulFrost.

Prize	15 Puzzle, 3rd place
NPC Sale	Whisperwind Cove
Cost/Sell	300 gil/100 gil

Blue Fang
What It Does: Casts Thundara.

Prize	15 Puzzle, 3rd place
Sell	100 gil

White Fang
What It Does: Casts Blizzara.

Prize	15 Puzzle, 3rd place
Dropped	Wild Nakk, Dark Wolf
Sell	100 gil

Red Fang
What It Does: Casts Fira.

Prize	15 Puzzle, 3rd place
Dropped	Fire Hydra
Sell	100 gil

Vampire Fang
What It Does: Paralyzes one foe.

Prize	15 Puzzle, 3rd place
Sell	100 gil

Giant's Tonic
What It Does: Temporarily raises max HP.

Shop	Caravan
Cost/Sell	1500 gil/750 gil
Dropped	Tyrannosaur

Faerie Tonic
What It Does: Temporarily raises max MP.

Shop	Caravan
Cost/Sell	1500 gil/750 gil

Strength Tonic
What It Does: Temporarily raises attack.

Shop	Caravan
Cost/Sell	1000 gil/500 gil
Dropped	Allosaurus, Mad Ogre

Protect Drink
What It Does: Temporarily raises defense.

Shop	Caravan, Whisperwind Cove B1-B9
Cost/Sell	1000 gil/500 gil

Speed Drink
What It Does: Temporarily raises agility.

Shop	Caravan
Cost/Sell	1000 gil/500 gil

STAT BOOSTING ITEMS

Soma Drop
What It Does: Raises max MP by 5.

Chest	Bonus Dungeons Only
Sell	100 gil

Silver Apple
What It Does: Raises max HP by 5.

Chest	Bonus Dungeons Only
Sell	100 gil

Golden Apple
What It Does: Raises max HP by 10.

Dropped	Marilith
Sell	100 gil

Mind Plus
What It Does: Raises intelligence.

Chest	Bonus Dungeons Only
Sell	100 gil

Power Plus
What It Does: Raises strength.

Dropped	Hyenadon
Sell	100 gi

Stamina Plus
What It Does: Raises stamina.

Chest	Bonus Dungeons Only
Sell	100 gil

Speed Plus
What It Does: Raises agility.

Chest	Bonus Dungeons Only
Sell	100 gil

Luck Plus
What It Does: Raises luck.

Chest	Bonus Dungeons Only
Sell	100 gil

KEY ITEMS

Lute
FOUND: NPC: Castle Cornelia, 2F
DESCRIPTION: A sonorous instrument of great beauty.

Crown
FOUND: Chest: Marsh Cave, B3
DESCRIPTION: A crown that shimmers mysteriously.

Crystal Eye
FOUND: Battle: Western Keep
DESCRIPTION: A transparent orb of crystal.

Jolt Tonic
FOUND: NPC: Matoya's Cave
DESCRIPTION: Serum to break even the deepest sleep.

Mystic Key
FOUND: NPC: Elven Castle
DESCRIPTION: Key that opens magically sealed doors.

Nitro Powder
FOUND: Chest: Castle Cornelia, 1F
DESCRIPTION: A powder of great explosive power.

Adamantite
FOUND: Visible: Flying Fortress, 2F
DESCRIPTION: Legendary metal of renowned strength.

Rosetta Stone
FOUND: Chest: Sunken Shrine, 5F
DESCRIPTION: A tablet inscribed with ancient writing.

Star Ruby
FOUND: Chest: Cavern of Earth, B3
DESCRIPTION: An enormous red jewel.

Earth Rod
FOUND: NPC: Sage's Cave
DESCRIPTION: A rod imbued with earth and nature.

Levistone
FOUND: Visible: Cavern of Ice, B2
DESCRIPTION: Mysterious rock that floats in the air.

Chime
FOUND: NPC: Lufenia
DESCRIPTION: A dulcet chime of Lufenian origin.

Rat's Tail
FOUND: Chest: Citadel of Trials, 3F
DESCRIPTION: A token of valor and strength.

Warp Cube
FOUND: NPC: Waterfall Cavern
DESCRIPTION: A cube made of a multi-hued substance.

Faerie's Bottle/ Bottled Faerie
FOUND: Shop: Caravan
DESCRIPTION: A bottle containing a faerie.

Oxyale
FOUND: NPC: Gaia
DESCRIPTION: A strange liquid that gushes forth air.

Canoe
FOUND: NPC: Crescent Lake
DESCRIPTION: Small boat for crossing lakes and rivers.

Carobo
FOUND: Bonus Dungeons
DESCRIPTION: A sweet candy liked by the dwarves.

Ocarina
FOUND: Bonus Dungeons
DESCRIPTION: A sonorous instrument of great beauty.

Cogwheel
FOUND: Bonus Dungeons
DESCRIPTION: An airship component.

Pickaxe
FOUND: Bonus Dungeons
DESCRIPTION: A tool ideal for tunneling.

Autograph
FOUND: Bonus Dungeons
DESCRIPTION: Nerrick's signature.

Witch's Brew
FOUND: Bonus Dungeons
DESCRIPTION: Matoya's own remedy. Cures any illness.

Smyth's Tools
FOUND: Bonus Dungeons
DESCRIPTION: A well-worn set of blacksmith's tools.

House Key
FOUND: Bonus Dungeons
DESCRIPTION: Some poor dwarf's lost key.

Cat's Whisker
FOUND: Bonus Dungeons
DESCRIPTION: Token given in recognition of friendship.

Arm Parts
FOUND: Bonus Dungeons
DESCRIPTION: Components of a robotic arm.

Shoulder Parts
FOUND: Bonus Dungeons
DESCRIPTION: Components of a robotic shoulder.

Torso Parts
FOUND: Bonus Dungeons
DESCRIPTION: Components of a robotic torso.

Audio Circuit
FOUND: Bonus Dungeons
DESCRIPTION: Component enabling sound synthesis.

Leg Parts
FOUND: Bonus Dungeons
DESCRIPTION: Components of a robotic leg.

Exoskeleton
FOUND: Bonus Dungeons
DESCRIPTION: Plating shielding external components.

A.I. Chip
FOUND: Bonus Dungeons
DESCRIPTION: A chip containing an A.I. program.

Head Parts
FOUND: Bonus Dungeons
DESCRIPTION: Components of a robotic head.

Battery Circuit
FOUND: Bonus Dungeons
DESCRIPTION: Bridge for connecting battery and chip.

Energy Chip
FOUND: Bonus Dungeons
DESCRIPTION: A robot's power source.

ARMOR

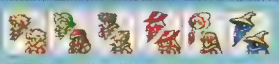
BODY ARMOR

Clothes

Def	EVA	Wgt	Class	Description
+1	-2	2		Ordinary clothing.

Chest	Cavern of Ice B2, Flying Fortress 3F
Found	Starting Gear (all classes)
Shop	Cornelia
Cost/Sell	8 gil/4 gil

Bard's Tunic

Def	EVA	Wgt	Class	Description
+20	-3	3		A light, loose-fitting tunic.

Shop	Whisperwind Cove B1-B9
Cost/Sell	67,300 gil/100 gil
Dropped	Two-Headed Dragon

Black Robe

Def	EVA	Wgt	Class	Description
+24	-2	2		A robe that casts Blizzara when used.

Chest	Flying Fortress 2F
NPC Sale	Whisperwind Cove
Cost/Sell	25,000 gil/100 gil

White Robe

Def	EVA	Wgt	Class	Description
+24	-2	2		A robe that casts Invisira when used.

Chest	Flying Fortress 2F
NPC Sale	Whisperwind Cove
Cost/Sell	25,000 gil/1 gil

Gaia Gear

Def	EVA	Wgt	Class	Description
+35	-2	2		A robe instilled with the earth's grace.

Dropped	Undergrounder
Sell	100 gil

Leather Armor

Def	EVA	Wgt	Class	Description
+4	-8	8		Armor made of hardened leather.

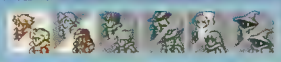
Shop	Cornelia, Pravoka
Cost/Sell	40 gil/20 gil

Chain Mail

Def	EVA	Wgt	Class	Description
+15	-15	15		Mail of interwoven chain links.

Shop	Cornelia, Pravoka
Cost/Sell	65 gil/32 gil

Iron Armor

DEF	EVA	Wgt	Class	Description
+24	-23	23		Armor made of thinly hammered iron.

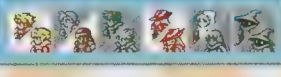
Chest	Castle Cornelia 1F
Shop	Pravoka, Elfheim
Cost/Sell	640 gil/320 gil

Knight's Armor

Def	EVA	Wgt	Class	Description
+34	-33	33		Armor crafted from steel plate.

Shop	Melmond
Cost/Sell	36,000 gil/18,000 gil

Mythril Mail

Def	EVA	Wgt	Class	Description
+18	-8	8		Mail crafted from mythril.

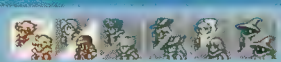
Chest	Mount Duergar
Shop	Crescent Lake
Cost/Sell	6000 gil/3000 gil

Flame Mail

Def	EVA	Wgt	Class	Description
+34	-10	10		Mail infused with the power of fire.

Chest	Mount Gulg B5
Sell	15,000 gil

Ice Armor

Def	EVA	Wgt	Class	Description
+34	-10	10		Armor infused with the power of ice.

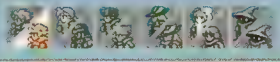
Chest	Cavern of Ice B3
Sell	15,000 gil

Diamond Armor

Def	EVA	Wgt	Class	Description
+42	-10	10		Armor crafted from diamond.

Chest	Sunken Shrine 4F
Sell	30,000 gil

Dragon Mail

Def	EVA	Wgt	Class	Description
+42	-10	10		Mail fashioned from dragon scales.

Chest	Mirage Tower 2F
Sell	30,000 gil

Genji Armor

Def	EVA	Wgt	Class	Description
+35	-7	10		Heavy armor crafted in a distant land. (+5 Strength, +3 Agility, +3 Intelligence, +2 Stamina)

Dropped	Warmech
Sell	100 gil

Copper Armlet

Def	EVA	Wgt	Class	Description
+4	-1	1		An armlet crafted from copper.

Chest	Marsh Cave B3
Shop	Elfheim
Cost	800 gil/400 gil

Silver Armlet

Def	EVA	Wgt	Class	Description
+15	-1	1		An armlet of worked silver.

Chest	Marsh Cave B3
Shop	Melmond
Cost/Sell	4000 gil/2000 gil

Ruby Armlet

Def	EVA	Wgt	Class	Description
+24	-1	1		An armlet ornamented with rubies.

Chest	Citadel of Trials 3F
Shop	Gaia
Cost/Sell	40,000 gil/20,000 gil

Diamond Armlet

Def	EVA	Wgt	Class	Description
+34	-1	1		An armlet adorned with diamonds.

Chest	Sunken Shrine 5F
Sell	32,500 gil

Sage's Surplice

Def	EVA	Wgt	Class	Description
+25	-2	2		A robe that enhances intelligence. (+5 Intelligence)

Shop	Whisperwind Cove B11-B19
Cost/Sell	70,000 gil/100 gil

Maximillian

Def	EVA	Wgt	Class	Description
+55	-10	10		Suit of armor made of pure steel. (+5 Strength, +10 Stamina)

Dropped	Chronodia
Sell	100 gil

Lordly Robes

Def	EVA	Wgt	Class	Description
+37	+4	1		A robe immersed in holy power. (+20 Intelligence, regenerates 10% of the character's max HP)

Dropped	Chronodia
Sell	100 gil

Survival Vest

Def	EVA	Wgt	Class	Description
+45	+14	1		A vest that musters strength. (+15 Agility, +15 Stamina)

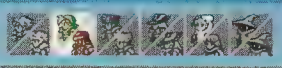
Dropped	Chronodia
Sell	100 gil

Crystal Mail

Def	EVA	Wgt	Class	Description
+44	-10	10		Mail of crystal, crafted long ago. (+3 Intelligence)

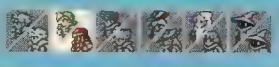
Chest	Bonus Dungeons Only
Sell	100 gil

Thief's Armlet

Def	EVA	Wgt	Class	Description
+30	+4	1		An armlet that enhances agility. (+5 Agility)

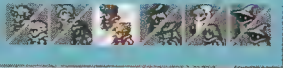
Chest	Bonus Dungeons Only
Sell	100 gil

Black Garb

Def	EVA	Wgt	Class	Description
+40	+8	2		Light, durable suit from a distant land. (+1 Strength, +10 Agility)

Chest	Bonus Dungeons Only
Sell	100 gil

Kenpogi

Def	EVA	Wgt	Class	Description
+28	-1	1		An outfit favored by martial artists. (+3 Strength)

Shop	Whisperwind Cove B21-B29
Cost/Sell	61,200 gil/100 gil

Power Sash

Def	EVA	Wgt	Class	Description
+38	0	1		A sash woven with a unique thread. (+15 Strength. +1 Agility, +5 Stamina)

Chest	Bonus Dungeons Only
Sell	100 gil

Red Jacket

Def	EVA	Wgt	Class	Description
+24	0	2		A jacket that protects against flame. (+5 Strength. +2 Agility. +1 Intelligence. +4 Stamina)

Chest	Bonus Dungeons Only
Sell	100 gil

Light Robe

Def	EVA	Wgt	Class	Description
+35	-2	2		A robe imbued with the spirit of light. (+5 Intelligence)

Chest	Bonus Dungeons Only
Sell	100 gil

SHIELDS

Leather Shield

Def	EVA	Wgt	Class	Description
+2	+0	0		A shield made of hardened leather.

Chest	Cavern of Earth B2
Shop	Pravoka
Cost/Sell	12 gil/6 gil
Dropped	Pirate

Iron Shield

Def	EVA	Wgt	Class	Description
+4	+0	0		A shield wrought from iron.

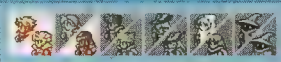
Shop	Elfheim
Cost/Sell	80 gil/40 gil

Buckler

Def	EVA	Wgt	Class	Description
+2	+0	0		A small shield.

Shop	Crescent Lake
Cost/Sell	2000 gil/1000 gil

Mythril Shield

Def	EVA	Wgt	Class	Description
+8	+0	0		A shield crafted from mythril.

Chest	Cavern of Earth B4, Mount Gulg B2
Shop	Crescent Lake
Cost/Sell	2000 gil/1000 gil

Flame Shield

Def	EVA	Wgt	Class	Description
+12	+0	0		A shield alive with the power of fire.

Chest	Mount Gulg B4
Sell	5000 gil

Ice Shield

Def	EVA	Wgt	Class	Description
+12	+0	0		A shield alive with the power of ice.

Chest	Cavern of Ice B1
Dropped	Winter Wolf
Sell	5000 gil

Diamond Shield

Def	EVA	Wgt	Class	Description
+16	+0	0		A shield made of diamond.

Chest	Sunken Shrine 5F, Flying Fortress 2F
Sell	7500 gil

Aegis Shield

Def	EVA	Wgt	Class	Description
+16	+0	0		A shield that guards against stone.

Chest	Mirage Tower 1F
Sell	20,000 gil

Hero's Shield

Def	EVA	Wgt	Class	Description
+16	+40	0		Shield that wards off status ailments.

Chest	Bonus Dungeons Only
Sell	100 gil

Master Shield

Def	EVA	Wgt	Class	Description
+19	+31	0		A shield once held by a great hero. (+1 Agility, +1 Intelligence)

Dropped	Chronodia
Sell	100 gil

Protect Cloak

Def	EVA	Wgt	Class	Description
+8	-2	2		A large cloak worn over armor.

Chest	Flying Fortress 3F, Chaos Shrine B2
NPC Sale	Whisperwind Cove
Cost/Sell	20,000 gil/10,000 gil

Elven Cloak

Def	Eva	Wgt	Class	Description
+9	0	1		A cloak enchanted with elven magic. (+1 Agility, +1 Intelligence)

Shop	Whisperwind Cove B31-B39
Cost/Sell	55,800 gil/100 gil

Zephyr Cape

Def	EVA	Wgt	Class	Description
+4	+9	1		A cape alive with the spirit of wind.

Shop	Whisperwind Cove B21-B29
Cost/Sell	51,000 gil/100 gil
Dropped	Death Elemental

Genji Shield

Def	EVA	Wgt	Class	Description
+14	+42	8		Heavy shield crafted in a distant land.

Chest	Bonus Dungeons Only
Sell	100 gil

Crystal Shield

Def	EVA	Wgt	Class	Description
+15	+45	0		A shield of crystal, crafted long ago.

Chest	Bonus Dungeons Only
Sell	100 gil

HELMETS

Leather Cap

Def	EVA	Wgt	Class	Description
+1	-1	1		A cap made of leather.

Chest	Chaos Shrine
Shop	Elfheim
Cost/Sell	65 gil/32 gil

Helm

Def	EVA	Wgt	Class	Description
+3	-3	3		A small helm.

Shop	Elfheim
Cost/Sell	80 gil/40 gil

GreatHelm

Def	EVA	Wgt	Class	Description
+5	-5	5		A helm that covers the entire head.

Chest	Mount Duergar
Shop	Melmond
Cost/Sell	360 gil/180 gil

Mythril Helm

Def	EVA	Wgt	Class	Description
+6	-3	3		A helm wrought from mythril.

Chest	Giant's Cave, Mount Gulg B2 x2, Flying Fortress 2F
Shop	Crescent Lake
Cost/Sell	2000 gil/1000 gil

Healing Helm

Def	EVA	Wgt	Class	Description
+6	-3	3		A helm that casts Heal when used.

Chest	Mirage Tower 1F, Flying Fortress 1F
Sell	10,000 gil

Diamond Helm

Def	EVA	Wgt	Class	Description
+8	-3	3		A helm made of diamond.

Chest	Sunken Shrine 5F
Sell	5000 gil

Ribbon

Def	EVA	Wgt	Class	Description
+1	-1	1		Ribbon that wards off special attacks.

Chest	Waterfall Cavern, Sunken Shrine 2F, Flying Fortress 2F
Sell	1 gil

Black Cowl

Def	EVA	Wgt	Class	Description
+8	+12	1		Black hood brought from a distant land. (+3 Strength, +3 Agility, +3 Stamina)

Chest	Bonus Dungeons Only
Sell	100 gil

Sage's Mitre

Def	EVA	Wgt	Class	Description
+5	-1	1		A hat made of enchanted cloth. (+5 Intelligence)

Shop	Whisperwind Cove B31-B39
Cost/Sell	45,200 gil/100 gil

Twist Headband

Def	EVA	Wgt	Class	Description
+3	0	1		A headband favored by martial artists. (+10 Strength, +1 Agility, +2 Stamina)

Chest	Bonus Dungeons Only
Sell	100 gil

Wizard's Hat

Def	EVA	Wgt	Class	Description
+4	-1	1		A traditional hat brimming with magic. (+5 Intelligence)

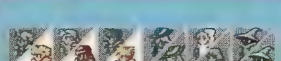
Shop	Whisperwind Cove B21-B29
Cost/Sell	46,600 gil/100 gil

Genji Helm

Def	EVA	Wgt	Class	Description
+9	+12	3		A heavy helm crafted in a distant land. (+3 Intelligence)

Dropped	Typhon
Sell	100 gil

Tiger Mask

Def	EVA	Wgt	Class	Description
+8	0	2		A light mask made in a tiger's likeness. (+3 Strength, +2 Agility, +1 Stamina)

Chest	Bonus Dungeons Only
Sell	100 gil

Shadow Mask

Def	EVA	Wgt	Class	Description
+3	+34	2		Mask that is a testament to darkness. (+30 Agility)

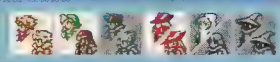
Dropped	Chronodia
Sell	100 gil

Crystal Helm

Def	EVA	Wgt	Class	Description
+10	+12	3		A helm of crystal, crafted long ago. (+3 Intelligence)

Chest	Bonus Dungeons Only
Sell	100 gil

Feathered Cap

Def	EVA	Wgt	Class	Description
+4	+9	1		A light cap woven of silk.

Chest	Bonus Dungeons Only
Sell	100 gil

Red Cap

Def	EVA	Wgt	Class	Description
+8	+2	1		A cap that awakens latent abilities. (+4 Strength, +3 Agility, +2 Stamina)

Chest	Bonus Dungeons Only
Sell	100 gil

GLOVES

Leather Gloves

Def	EVA	Wgt	Class	Description
+1	-1	1		Gloves made of leather.

Shop	Pravoka
Cost/Sell	50 gil/25 gil

Bronze Gloves

Def	EVA	Wgt	Class	Description
+2	-3	3		Gloves made of bronze.

Chest	Elven Castle
Shop	Melmond
Cost/Sell	160 gil/80 gil

Steel Gloves

Def	EVA	Wgt	Class	Description
+4	-5	5		Gloves made of steel.

Chest	Western Keep, Citadel of Trials 3F
Shop	Melmond
Cost/Sell	600 gil/300 gil

Mythril Gloves

Def	EVA	Wgt	Class	Description
+6	-3	3		Gloves made of mythril.

Chest	Mount Gulg B2, Cavern of Ice B3
Shop	Crescent Lake
Cost/Sell	2000 gil/1000 gil

Protect Ring

Def	EVA	Wgt	Class	Description
+8	-1	1		Ring that guards against instant death.

Chest	Flying Fortress 1F, Flying Fortress 3F, Chaos Shrine B2
Shop	Gaia
NPC Sale	Whisperwind Cove
Cost/Sell	16,000 gil/8000 gil

Diamond Gloves

Def	EVA	Wgt	Class	Description
+8	-3	3		Gloves made of diamond.

Chest	Sunken Shrine 5F, Flying Fortress 2F
Sell	10,000 gil

Gauntlets

Def	EVA	Wgt	Class	Description
+6	-3	3		Gloves that cast Thundara when used.

Chest	Citadel of Trials 2F or Citadel of Trials 3F
NPC Sale	Whisperwind Cove
Cost/Sell	15,000 gil/7500 gil

Giant's Gloves

Def	EVA	Wgt	Class	Description
+6	-3	3		Gloves that cast Saber when used.

Chest	Sunken Shrine 2F
Sell	5000 gil

Genji Gloves

Def	EVA	Wgt	Class	Description
+9	+13	2		Heavy gloves crafted in a distant land.

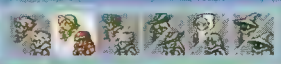
Dropped	Gilgamesh
Sell	100 gil

Crystal Gloves

Def	EVA	Wgt	Class	Description
+10	+12	3		Gloves of crystal, crafted long ago. (+3 Intelligence)

Chest	Bonus Dungeons Only
Sell	100 gil

Thief's Gloves

Def	EVA	Wgt	Class	Description
+6	+14	1		Gloves that enhance agility. (+5 Agility)

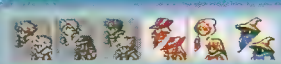
Chest	Bonus Dungeons Only
Sell	100 gil

Crystal Ring

Def	EVA	Wgt	Class	Description
+9	+4	1		A ring of crystal, crafted long ago. (+5 Agility)

Chest	Bonus Dungeons Only
Sell	100 gil

Angel's Ring

Def	EVA	Wgt	Class	Description
+8	-1	1		Ring fashioned after an angel's feather.

Chest	Bonus Dungeons Only
Sell	100 gil

Weapons

Axes

Battle Axe

ATK	ACC	Class	Description
+16	+5		An axe made for battle.

Shop	Pravoka
Cost/Sell	450 gil/225 gil

Great Axe

ATK	ACC	Class	Description
+22	+5		A large axe made for battle.

Chest	Giant's Cave
Dropped	Minotaur Zombie
Sell	800 gil

Light Axe

ATK	ACC	Class	Description
+28	+15		An axe that casts Diara when used.

Chest	Sunken Shrine 4F, Sunken Shrine 2F
NPC Sale	Whisperwind Cove
Cost/Sell	10,000 gil/5000 gil

Mythril Axe

ATK	ACC	Class	Description
+25	+10		An axe wrought from mythril.

Chest	Mount Gulg B2
Shop	Crescent Lake
Cost/Sell	3600 gil/1800 gil

Rune Axe

ATK	ACC	Class	Description
+40	+20		An axe that casts Curaga when used. (+3 Intelligence)

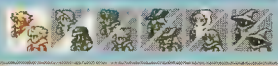
Dropped	Prototype
Sell	100 gil

Gigantaxe

ATK	ACC	Class	Description
+42	0		An axe boasting superb attack power. (+4 Strength, -4 Intelligence)

Chest	Bonus Dungeons Only
Sell	100 gil

Viking Axe

ATK	ACC	Class	Description
+25	+10		An axe once wielded by vikings. (-10 Evasion)

Shop	Whisperwind Cove B11-B19
Cost/Sell	43,300 gil/100 gil

Ogrekiller

ATK	ACC	Class	Description
+30	0		An axe effective against giants.

Shop	Whisperwind Cove B31-B39
Cost/Sell	37,100 gil/100 gil

NUNCHAKUS

Nunchaku

ATK	ACC	Class	Description
+12	+0		Wooden nunchaku.

Shop	Cornelia
Cost/Sell	8 gil/4 gil

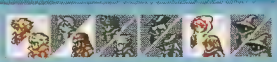
Iron Nunchaku

ATK	ACC	Class	Description
+16	+0		Nunchaku made of iron.

Shop	Elfheim
Cost/Sell	160 gil/80 gil

HAMMERS

Mythril Hammer

ATK	ACC	Class	Description
+12	+5		A hammer wrought from mythril.

Chest	Elven Castle
Shop	Crescent Lake
Cost/Sell	2000 gil/1000 gil

Hammer

ATK	ACC	Class	Description
+9	+0		A hammer made for battle.

Shop	Cornelia, Pravoka
Cost/Sell	8 gil/4 gil

War Hammer

ATK	ACC	Class	Description
+30	+0		A hammer that strikes hard.

Shop	Whisperwind Cove B31-B39
Cost	38,000 gil/100 gil
Dropped	Sekhret

Thor's Hammer

ATK	ACC	Class	Description
+18	+15		Hammer that casts Thundara when used.

Chest	Mirage Tower 2F
NPC Sale	Whisperwind Cove
Cost/Sell	40,000 gil/20,000 gil

STAVES

Staff

ATK	ACC	Class	Description
+6	+0		A wooden staff.

Chest	Cavern of Earth B4, Mount Gulg B4
Found	Starting Equipment (White Mage, Monk)
Shop	Cornelia
Cost/Sell	4 gil/2 gil
Dropped	Zombie

Judgment Staff

ATK	ACC	Class	Description
+25	+25		A staff that casts Flare when used. (+3 Intelligence)

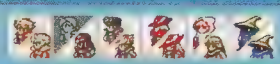
Dropped	Atomos
Sell	100 gil

Healing Staff

ATK	ACC	Class	Description
+6	+0		A staff that casts Heal when used.

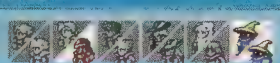
Chest	Citadel of Trials 3F
NPC Sale	Whisperwind Cove
Cost/Sell	25,000 gil/12,500 gil

Power Staff

ATK	ACC	Class	Description
+12	+0		A staff with good attack power.

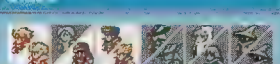
Chest	Western Keep
Dropped	Rhyos
Sell	6172 gil

Mage's Staff

ATK	ACC	Class	Description
+12	+10		A staff that casts Fira when used.

Chest	Sunken Shrine 4F
NPC Sale	Whisperwind Cove
Cost/Sell	25,000 gil/12,500 gil

Crosier

ATK	ACC	Class	Description
+14	+0		A staff topped with an iron ring.

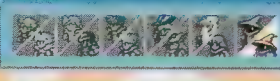
Shop	Elfheim, Melmond
Cost/Sell	160 gil/80 gil
Dropped	Wraith

Rune Staff

ATK	ACC	Class	Description
+25	+25		A staff that casts Healara when used. (+10 Intelligence)

Dropped	Tiamat, Orthros
Sell	100 gil

Wizard's Staff

ATK	ACC	Class	Description
+15	+15		A staff that casts Confuse when used.

Chest	Waterfall Cavern
NPC Sale	Whisperwind Cove
Cost/Sell	50,000 gil/25,000 gil

Sage's Staff

ATK	ACC	Class	Description
+20	+10		A staff that casts Life when used. (+15 Intelligence)

Dropped	Squidraken
Sell	100 gil

Golden Staff

ATK	ACC	Class	Description
+30	+30		A staff that enhances intelligence. (+20 Intelligence)

Dropped	Chronodia
Sell	100 gil

KNIVES

Knife

ATK	ACC	Class	Description
+5	+10		A small knife.

Found	Starting Equipment (Warrior, Thief, Red Mage, Black Mage)
Shop	Cornelia
Cost/Sell	4 gil/2 gil
Dropped	Minotaur

Dagger

ATK	ACC	Class	Description
+7	+10		A large knife.

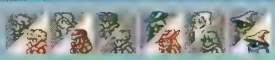
Chest	Marsh Cave B2
Shop	Elfheim
Cost/Sell	140 gil/70 gil

Mythril Knife

ATK	ACC	Class	Description
+10	+15		A knife wrought from mythril.

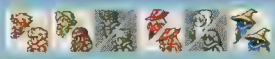
Chest	Castle Cornelia 1F
Shop	Crescent Lake
Cost/Sell	640 gil/320 gil

Cat Claws

ATK	ACC	Class	Description
+22	+35		A weapon with razor-sharp blades.

Shop	Gaia
Cost/Sell	52,000 gil/26,000 gil

Mage Masher

ATK	ACC	Class	Description
+20	+30		A knife that casts Silence when used. (+5 Intelligence)

Shop	Whisperwind Cove B11-B19
Cost/Sell	69,700 gil/100 gil

Lust Dagger

ATK	ACC	Class	Description
+50	+70		A knife that enhances agility. (+20 Evasion, +20 agility)

Dropped	Chronodia
Sell	100 gil

Assassin Dagger

ATK	ACC	Class	Description
+30	+40		A dagger that casts Kill when used. (+13 Evasion, +3 Agility, +2 Intelligence)

Chest	Bonus Dungeons Only
Sell	100 gil

Orichalcum

ATK	ACC	Class	Description
+28	+35		A knife with a gleaming golden blade.

Chest	Bonus Dungeons Only
Sell	100 gil

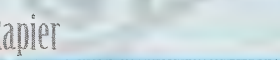
Gladius

ATK	ACC	Class	Description
+23	+30		A dagger crafted to be feather-light. (+10 Evasion)

Shop	Whisperwind Cove B1-B9
Cost/Sell	73,900/100 gil

SWORDS

Duel Rapier

ATK	ACC	Class	Description
+27	+30		A rapier refined for battle. (+80 Evasion)

Shop	Whisperwind Cove B1-B9
Cost/Sell	75,900 gil/100 gil

Saber

ATK	ACC	Class	Description
+13	+5		A long sword made for piercing.

Chest	Castle Cornelia 1F
Shop	Elfheim, Melmond
Cost/Sell	360 gil/180 gil
Dropped	Buccaneer

Falchion

ATK	ACC	Class	Description
+15	+10		A sword that widens toward its tip.

Chest	Western Keep
Shop	Melmond
Cost/Sell	360 gil/180 gil

Broadsword

ATK	ACC	Class	Description
+15	+10		Sword with a wide, double-edged blade.

Chest	Marsh Cave B2
Shop	Pravoka
Cost/Sell	450 gil/225 gil

Wyrmkiller

ATK	ACC	Class	Description
+19	+15		A sword effective against dragons.

Chest	Mount Duergar
Dropped	White Shark
Sell	4000 gil

Mythril Sword

ATK	ACC	Class	Description
+23	+15		A sword wrought from mythril.

Shop	Crescent Lake
Cost/Sell	3200 gil/1600 gil
Dropped	Astos

Kotetsu

ATK	ACC	Class	Description
+22	+20		A small katana designed for easy use.

Shop	Whisperwind Cove B21-B29
Cost	55,900 gil/100 gil
Dropped	Cerberus

Barbarian's Sword

ATK	ACC	Class	Description
+125	+20		A sturdy sword with a wide blade. (+18 Strength, +13 Stamina)

Dropped	Chronodia
Sell	100 gil

Coral Sword

ATK	ACC	Class	Description
+19	+15		A sword effective against aquatic foes.

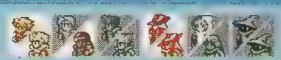
Chest	Cavern of Earth B2
Sell	4000 gil

Longsword

ATK	ACC	Class	Description
+20	+10		A large, double-edged sword.

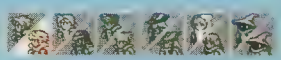
Shop	Melmond
Cost/Sell	1200 gil/600 gil
Dropped	Garland

Great Sword

ATK	ACC	Class	Description
+21	+20		A sword effective against giants.

Chest	Mount Gulg B2
Sell	4000 gil

Ragnarok

ATK	ACC		Description
+55	+40		A sword etched with words of the gods. (+33 Evasion, +7 Strength, +3 Agility, +7 Intelligence, +7 Stamina, Casts Flare)

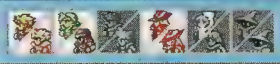
Dropped	Shinryu
Sell	100 gil

Murasame

ATK	ACC	Class	Description
+50	+10		A sword also known as the Demonblade. (+35 Evasion, +5 Strength, -5 Agility, +5 Intelligence, +5 Stamina, Casts Protect)

Dropped	Omega
Sell	100 gil

Rune Blade

ATK	ACC	Class	Description
+18	+15		A sword effective against spellcasters.

Chest — Chaos Shrine

Sell — 2500 gil

Werebuster

ATK	ACC	Class	Description
+18	+15		A sword effective against werebeasts.

Chest — Chaos Shrine

Sell — 3000 gil

Sun Blade

ATK	ACC	Class	Description
+32	+30		A sword effective against undead.

Chest — Mirage Tower 2F

Sell — 10,000 gil

Razer

ATK	ACC	Class	Description
+22	+20		A saber that casts Scourge when used.

Chest — Flying Fortress 1F

Sell — 30,000 gil

Flame Sword

ATK	ACC	Class	Description
+26	+20		A sword that dances with flame.

Chest — Cavern of Ice B2

Sell — 5000 gil

Lightbringer

ATK	ACC	Class	Description
+48	+40		A sword that casts Holy when used. (+7 Strength, +7 Agility, +7 Intelligence, +7 Stamina, +57 Evasion)

Dropped — Death Gaze

Sell — 100 gil

Deathbringer

ATK	ACC	Class	Description
+33	+20		A sword that casts Death when used. (+5 Evasion, +5 Strength, +5 Agility, +5 Intelligence, +5 Stamina)

Dropped — Black Knight, Reaper

Sell — 100 gil

Ice Brand

ATK	ACC	Class	Description
+29	+25		A sword gripped by winter's chill.

Chest — Mount Gulg B4, Citadel of Trials 3F

Sell — 7500 gil

Defender

ATK	ACC	Class	Description
+30	+35		A sword that casts Blink when used.

Chest — Waterfall Cavern

Sell — 20,000 gil

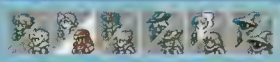
Excalibur

ATK	ACC	Class	Description
+45	+35		Sword crafted from a legendary metal.

NPC Event — Mount Duergar (made with Adamantite)

Sell — 30,000 gil

Sasuke's Blade

ATK	ACC	Class	Description
+33	+35		A small katana used by ninja.

Chest	Flying Fortress 3F, Chaos Shrine B2
Sell	30,000 gil

Masamune

ATK	ACC	Class	Description
+56	+50		A legendary katana without peer.

Chest	Chaos Shrine B4
Sell	30,000 gil

Asura

ATK	ACC	Class	Description
+25	+25		A sword whose name embodies battle.

Dropped	Pharaoh
Sell	100 gil

Vorpal Sword

ATK	ACC	Class	Description
+24	+25		A very sharp crescent blade.

Chest	Mirage Tower 1F
Sell	15,000 gil

Rapier

ATK	ACC	Class	Description
+9	+5		A sword with a slender blade.

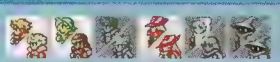
Shop	Cornelia
Cost/Sell	8 gil/4 gil

Scimitar

ATK	ACC	Class	Description
+10	+10		A sword with a curved blade.

Shop	Pravoka
Cost/Sell	160 gil/80 gil

Kikuichimonji

ATK	ACC	Class	Description
+35	+25		A chrysanthemum adorns its scabbard. (+5 Strength)

Dropped	Kraken, Rubicante
Sell	100 gil

Dark Claymore

ATK	ACC	Class	Description
+40	+5		A sword with a shimmering black blade.

Dropped	Mythril Golem
Sell	100 gil

Braveheart

ATK	ACC	Class	Description
+30	+52		A sword that casts Confuse when used.

Dropped	Barbariccia, Yamatano Orochi
Sell	100 gil

Enhancer

ATK	ACC	Class	Description
+28	+25		An unusual rapier infused with magic. (+7 Intelligence)

Dropped	Duel Knight
Sell	100 gil

Ultima Weapon

ATK	ACC	Class	Description
+100	+100		A sword bound to its wielder's HP.

Chest	Whisperwind Cove B40
Sell	100 gil

Character Classes

Understanding Ability Scores

Each character has seven ability scores and four combat parameters. The ability scores are part of each character and increase as a character levels up. The combat parameters add the effects of ability scores with the effects of equipment.

Gaining Levels

Because there is some randomness to the statistical, HP and MP increases due to gaining levels, it's worthwhile to save just before a character gains a level. That way if a character ends up with small increases, it's easy to use a quick reboot, reload the last save and regain the level.

This is also why it's also a good idea to have characters level up at different times to avoid a situation where one character levels up with good numbers while another character levels up with poor numbers. Unfortunately, the only ways to prevent characters from gaining EXP is to have them end a fight either KO'd or with the Stone status effect.

Ability Scores

1 HP (Hit Points)

The amount of damage the character can sustain before being KO'd. The number on the left is current HP, while the number on the right is the character's maximum HP.

2 MP (Magic Points)

The amount of magic a character can use. The number on the left is current MP, while the number on the right is the character's maximum MP.

3 Magic Level

The highest level of magic available to the character.

4 Strength

Strength, added to an equipped weapon's strength, determines the amount of damage the character causes with an attack.

5 Agility

Agility raises the Evasion parameter. Higher Agility scores mean it is more likely that the character will act earlier in battle, making it easier to flee from combat.

6 Intelligence

Intelligence determines the odds of success on hit-or-miss spells like Sleep and Bind, and the amount of damage from attack spells or recovery from healing spells.

7 Stamina

Stamina is used to determine a character's HP growth between levels. A higher Stamina number leads to a higher Max HP.

8 Luck

This stat determines the odds of scoring a Critical Hit (when an attack inflicts double the damage). Also, like Agility, it makes it easier to escape from battle and for the party to get a pre-emptive strike.

Combat Parameters

The last five scores (HP and MP don't affect the parameters) combined with the effects of equipment determine the character's four combat parameters:

Attack

This score is equal to the equipped weapon's power plus half the character's strength.

Accuracy

This number determines the accuracy and number of attacks that are attempted. For each multiple of 32 in this score, the character gets an additional attack. Keep this in mind when deciding whether to equip an accurate weapon or a powerful one. If the accurate one pushes this score over a multiple of 32, it's the right choice.

Defense

When an enemy attack connects, a character's defense determines how much of the enemy's attack gets through and how much is blocked by equipped armor. Equipped armor includes shields, helms, armor and gloves.

Defense vs. Evade

Heavy armor raises Defense but lowers Evasion. This means that heavily armored Warriors are hit more often, but receive less damage. Monks tend to have high Evasion scores, but take major damage with each hit.

Evasion

Evasion is based on Agility but it is lowered based on the equipped armor. Whereas a higher defense lowers damage caused from being hit, a higher Evasion lowers the chance of the attack connecting.

Equipment Carryover

When determining which equipment a class can use, remember that even after a character changes classes, they can still use the equipment from the previous class. For example, if you equip White Mages with Ruby Armlets, they can still use it as White Wizards.

Gaining Levels

The following table indicates the number of EXP required to level up a character. The center column shows the total EXP gained, while the last column illustrates the EXP necessary to increase to the next level.

For all levels beyond level 47, the number of EXP required to reach the next level is 21,750 except for the rare instances in which it's 21,748 or 21,749.

LVL	CUMULATIVE EXP	EXP TO REACH LVL
1	0	N/A
2	14	14
3	42	28
4	98	56
5	196	98
6	350	154
7	574	224
8	882	308
9	1288	406
10	1806	518
11	2675	869
12	3851	1176
13	5258	1407
14	6917	1659
15	8849	1932
16	11,075	2226
17	13,616	2541
18	16,493	2877
19	19,727	3234
20	23,339	3612
21	27,350	4011
22	31,781	4431
23	36,653	4872
24	41,987	5334
25	47,804	5817
26	54,125	6321
27	60,971	6846
28	68,363	7392
29	76,322	7959
30	84,869	8547
31	94,025	9156
32	103,811	9786
33	114,248	10,437
34	125,357	11,109
35	137,159	11,802
36	149,675	12,516
37	162,926	13,251
38	176,933	14,007
39	191,717	14,784
40	207,299	15,582
41	223,700	16,401
42	240,941	17,241
43	259,043	18,102
44	278,027	18,984
45	297,914	19,887
46	318,725	20,811
47	340,475	21,750

Magic Levels

This table explains the minimum level a character must achieve before he or she can employ spells from a given level of magic. For example, Black Mages gain the ability to use level 4 magic at level 13, while Red Mages must wait until level 15.

Minimum Level to Learn Magic

LVL			
1	1	1	1
2			
3	2		
4		2	2
5			
6			
7			
8	3		3
9		3	
10			
11			
12			
13	4		
14			4
15		4	
16			
17			
18			
19	5		
20			5
21			
22			
23		5	
24			
25			
26	6		
27			6
28			
29		6	
30			
31			
32			
33	7		
34			7
35			
36			
37		7	
38			
39	8		8

WARRIOR

The game's most basic character may be its best. Warriors have access to the best weapons and armor, which leads to high Attack and Defense parameters on top of their already impressive Strength and Stamina. They have the most HP of any character class.

Starting Stats	
Strength	10
Agility	8
Intelligence	1
Stamina	15
Luck	8
HP	35
MP	0

Equipment Usable by Warrior

ARMOR	Clothes, Leather Armor, Chain Mail, Iron Armor, Knight's Armor, Mythril Mail, Flame Mail, Ice Armor, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
SHIELD	Leather Shield, Iron Shield, Buckler, Mythril Shield, Flame Shield, Ice Shield, Aegis Shield, Protect Cloak
HELMET	Leather Cap, Helm, Great Helm, Mythril Helm, Ribbon
GLOVES	Leather Gloves, Bronze Gloves, Steel Gloves, Mythril Gloves, Giant's Gloves, Protect Ring

Weapons Usable by Warrior

AXE	Battle Axe, Great Axe, Light Axe, Mythril Axe
HAMMER	Hammer, Mythril Hammer
STAFF	Staff, Power Staff, Crosier
KNIFE	Knife, Dagger, Mythril Knife
SWORD	Rapier, Scimitar, Saber, Falchion, Broadsword, Rune Blade, Werebane, Coral Sword, Wyrmkiller, Long Sword, Claymore, Mythril Sword, Flame Sword, Ice Brand, Sunblade, Masamune

KNIGHT

CLASS CHANGE

Knights have all of the strengths of the Warrior, plus the ability to cast White Magic spells up to level 3.

Equipment Usable by Knight

ARMOR	Diamond Armor, Dragon Mail
SHIELD	Diamond Shield
HELMET	Healing Helm, Diamond Helm
GLOVES	Diamond Gloves, Gauntlets, Giant's Gloves

Weapons Usable by Knight

HAMMER	Thor's Hammer
KNIFE	Cat Claws
SWORD	Venom Blade, Vorpal Sword, Defender, Excalibur

White Magic Usable by Knight

LEVEL 1	LEVEL 2	LEVEL 3
Cure	NulShock	NulBlaze
Protect	Invis	Cura
Blink	Blindna	
	Silence	

THIEF

The Thief is more fragile than the Warrior and causes far less damage. What you get in return is Agility and Luck; these two things make it easy to escape battles and occasionally allows your party to attack first. The Thief can only wear light armor and has a limited selection of weapons.

Starting Stats	
Strength	5
Agility	15
Intelligence	1
Stamina	5
Luck	15
HP	30
MP	0

Equipment Usable by Thief

ARMOR	Clothes, Leather Armor, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
SHIELD	Buckler
HELMET	Leather Cap
GLOVES	Leather Gloves, Protect Ring

Weapons Usable by Thief

KNIFE	Knife, Dagger, Mythril Knife
SWORD	Rapier, Scimitar, Saber, Falchion, Rune Blade, Coral Sword, Wyrmkiller, Masamune

NINJA

CLASS CHANGE

The Thief does get a bigger boost from the Class Change than any other character, but it's still not up to a Knight's standards. Ninjas use Black Magic spells up to level 4, including the all-important Haste. They also have access to a wider variety of weapons and armors than the Thief.

Equipment Usable by Ninja

ARMOR	Chain Mail, Iron Armor, Mythril Mail, Flame Mail, Ice Armor
SHIELD	Leather Shield, Iron Shield, Mythril Shield, Flame Shield, Ice Shield, Protect Cloak
HELMET	Helm, Great Helm, Mythril Helm, Healing Helm
GLOVES	Bronze Gloves, Steel Gloves, Mythril Gloves, Gauntlets, Giant's Gloves

Weapons Usable by Ninja

AXE	Battle Axe, Great Axe, Light Axe, Mythril Axe
HAMMER	Hammer, Mythril Hammer, Thor's Hammer
STAFF	Staff, Healing Staff, Power Staff, Mage's Staff, Crosier
NUNCHAKU	Nunchaku, Iron Nunchaku
KNIFE	Cat Claws
SWORD	Broadsword, Werebane, Long Sword, Claymore, Venom Blade, Mythril Sword, Vorpal Sword, Flame Sword, Ice Brand, Defender, Sunblade, Sasuke

Black Magic Usable by Ninja

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Fire	Blizzard	Fira	Sleepra
Sleep	Dark	Hold	Haste
Focus	Temper	Thundara	Confuse
Thunder	Slow	Focara	Blizzara

MONK

Monks break all the rules. They have better Defense and Evasion without armor, and get twice as many attacks when fighting bare-handed (they use both hands when striking). Since Monks shouldn't equip armor or weapons (especially after level 10 or so, when their bare-handed attacks get good), they're relatively cheap to maintain. At around level 15 or so, they pass up the Warrior in terms of total damage dealt. The downside is their weak Defense (until late in the game when they can wear armor that won't significantly impact their Evasion); they get sufficient HP, but can still get KO'd by a single hit from a boss or strong foe.

Starting Stats	
Strength	12
Agility	5
Intelligence	1
Stamina	10
Luck	5
HP	33
MP	0

Equipment Usable by Monk

ARMOR	Clothes, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
HELMET	Leather Cap, Ribbon
GLOVES	Leather Gloves, Protect Ring

Weapons Usable by Monk

NUNCHAKU	Nunchaku, Iron Nunchaku
STAFF	Staff, Power Staff, Crosier
SWORD	Masamune

MASTER

CLASS CHANGE

What does the Monk get from a class change? A shiny new sprite. Same Monk, but new packaging!

RED MAGE

The Red Mage can learn White and Black Magic spells up to level 5, although some spells are prohibited. The Red Mage is by far the best fighter of the spell-casters, and is capable of using a wide variety of weapons and armor. The Red Mage is a good alternative to the Black Mage.

Starting Stats	
Strength	5
Agility	10
Intelligence	10
Stamina	5
Luck	5
HP	30
MP	10

Equipment Usable by Black Mage

ARMOR	Clothes, Leather Armor, Chain Mail, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
SHIELD	Buckler, Protect Cloak
HELMET	Leather Cap, Ribbon
GLOVES	Leather Gloves, Protect Ring

Weapons Usable by Black Mage

STAFF	Staff
KNIFE	Knife, Dagger, Mythril Knife
SWORD	Rapier, Scimitar, Saber, Falchion, Broadsword, Rune Blade, Werebane, Coral Sword, Wyrmkiller, Long Sword, Claymore, Mythril Sword, Flame Sword, Ice Brand, Sunblade, Masamune

Magic Usable by Red Mage

LEVEL 1		LEVEL 2		LEVEL 3	
BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.
Fire	Cure	Blizzard	NulShock	Fira	NulBlaze
Sleep	Protect	Dark	Invis	Hold	Cura
Focus		Temper	Blindna	Thundara	
Thunder		Slow	Silence	Focara	

LEVEL 4		LEVEL 5	
BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.
Sleepra	NulFrost	Firaga	Curaga
Haste	Poisona	Slowra	
Confuse			
Blizzara			

RED WIZARD

CLASS CHANGE

The Red Wizard enjoys a slightly expanded spell list (spells up to level 7). They can also use a few weapons and armors that are off-limits to the Red Mage.

Equipment Usable by Red Wizard

GLOVES	Mythril Gloves, Gauntlets, Giant's Gloves

Weapons Usable by Red Wizard

KNIFE	Cat Claws
SWORD	Venom Blade, Vorpal Sword, Defender

Magic Usable by Red Wizard

LEV 1	LEV 4	LEV 5		LEV 6		LEV 7	
WH. MAG.	WH. MAG.	BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.
Blink	Vox	Poison	Life	Thundaga	Protera	Blizzaga	NulDeath
		Teleport			Invisira		
					Exit		

WHITE MAGE

The White Mage learns spells that deal with healing and causing damage to the Undead. In combat, the White Mage is weak but has a decent Stamina score that keeps her alive to tend to other party members.

Starting Stats

Strength	5
Agility	5
Intelligence	15
Stamina	8
Luck	5
HP	30
MP	0

Equipment Usable by White Mage

ARMOR	Clothes, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
SHIELD	Protect Cloak
HELMET	Leather Cap, Ribbon
GLOVES	Leather Gloves, Protect Ring

Weapons Usable by White Mage

STAFF	Hammer, Mythril Hammer
KNIFE	Staff, Healing Staff, Power Staff
SWORD	Masamune

White Magic Usable by White Mage

LEV 1	LEV 2	LEV 3	LEV 4	LEV 5	LEV 6	LEV 7
Cure	NulShock	NulBlaze	NulFrost	Curaga	Stona	NulDeath
Dia	Invis	Cura	Vox	Healara	Protera	Healaga
Protect	Blindna	Heal	Fear	Diaga	Invisira	
Blink	Silence	Diara	Poisona	Life	Exit	

WHITE WIZARD

CLASS CHANGE

Although the White Wizard can learn the entire White Magic spell list, she is otherwise the same as the White Mage.

Armor Usable by White Wizard

BODY	White Robe

Weapons Usable by White Wizard

HAMMER	Thor's Hammer

White Magic Usable by White Wizard

LEVEL 7	LEVEL 8
Curaja	Holy
Diaja	NulAll
	Dispel
	Full-Life

BLACK MAGE

The Black Mage learns spells that cause damage and inflict negative status effects on enemies. The Black Mage has weak combat skills and the lowest HP of all classes.

Starting Stats

Strength	3
Agility	5
Intelligence	20
Stamina	2
Luck	10
HP	25
MP	10

Equipment Usable by Black Mage

ARMOR	Clothes, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
SHIELD	Protect Cloak
HELMET	Leather Cap, Ribbon
GLOVES	Leather Gloves, Protect Ring

Weapons Usable by Black Mage

STAFF	Staff, Mage's Staff, Power Staff
KNIFE	Dagger, Mythril Knife
SWORD	Masamune

Black Magic Usable by Black Mage

LEV 1	LEV 2	LEV 3	LEV 4	LEV 5	LEV 6	LEV 7
Fire	Blizzard	Fira	Sleepra	Firaga	Thundaga	Blizzaga
Sleep	Dark	Hold	Haste	Poison	Death	Blind
Focus	Temper	Thundara	Confuse	Slowra	Quake	
Thunder	Slow	Focara	Blizzara		Stun	

BLACK WIZARD

CLASS CHANGE

Although the Black Wizard can learn the entire Black Magic spell list, he is otherwise the same as the Black Mage.

Equipment Usable by Black Wizard

ARMOR	Black Robe

Weapons Usable by Black Wizard

STAFF	Spellbinder
KNIFE	Cat Claws

Black Magic Usable by Black Wizard

LEVEL 5	LEVEL 7	LEVEL 8
Teleport	Break	Warp
	Saber	Kill
		Flare
		Stop

The Adventure Begins

Cornelia City

Shop Data

Sanctuary	40 gil
Inn	30 gil

Weapon Shop

Item	COST	ATK	ACC	CLASS
Nunchaku	8 gil	+12	+0	
Knife	4 gil	+5	+10	
Staff	4 gil	+6	+0	
Rapier	8 gil	+9	+5	
Hammer	8 gil	+9	+0	

Armor Shop

Item	Cost	DEF	EVA	Class
Clothes	8 gil	+1	-2	
Leather Armor	40 gil	+4	-8	
Chain Mail	65 gil	+15	-15	

Item Shop

ITEM	COST
Potion	40 gil
Antidote	50 gil
Phoenix Down	500 gil
Sleeping Bag	50 gil

White Magic, Level 1

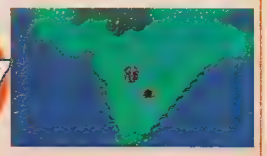
SPELL	COST	CLASS
Cure	50 gil	
Dia	50 gil	
Protect	50 gil	
Blink	50 gil	

Black Magic, Level 1

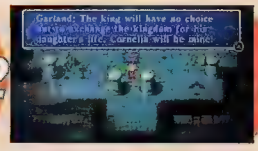
SPELL	COST	CLASS
Fire	50 gil	
Sleep	50 gil	
Focus	50 gil	
Thunder	50 gil	

Objectives

1 Visit the king of Cornelia.

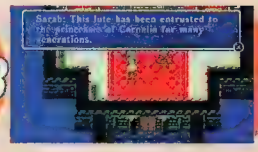


7 Battle the Piscodemons inside the Marsh Cave for the Crown.



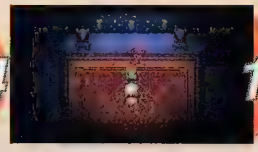
2 Battle Garland in the Chaos Shrine.

8 Return the Crown to the king of Western Keep.

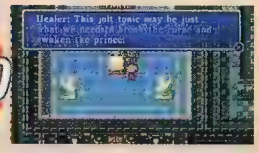


3 Receive the Lute from Princess Sarah.

9 Return the Crystal Eye to Matoya.

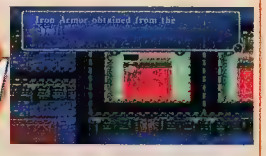


4 Travel north to visit Matoya's Cave

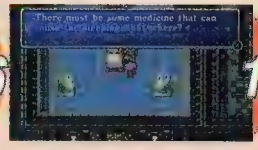


10 Revive the Prince and get the Mystic Key.

5 Journey east to Pravoka and battle pirates.



11 Retrieve the Nitro Powder and other treasures.



6 Talk to the Elf Prince's Healer in Elfheim.

12 Travel to Mt. Duergar and give the Nitro Powder to Nerrick.

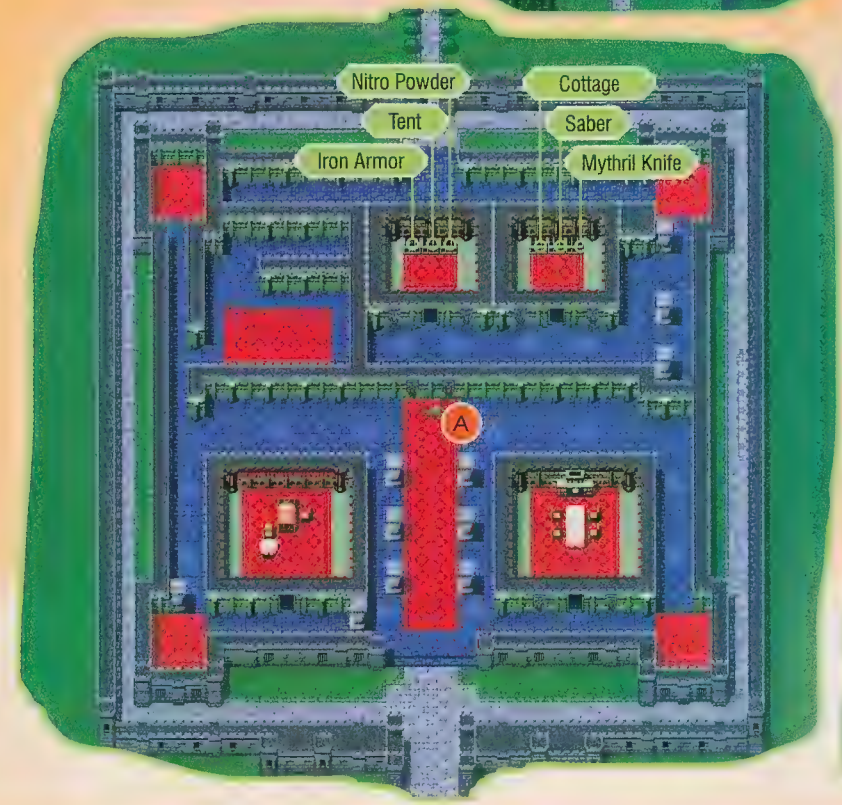
SHOPPING RECOMMENDATIONS

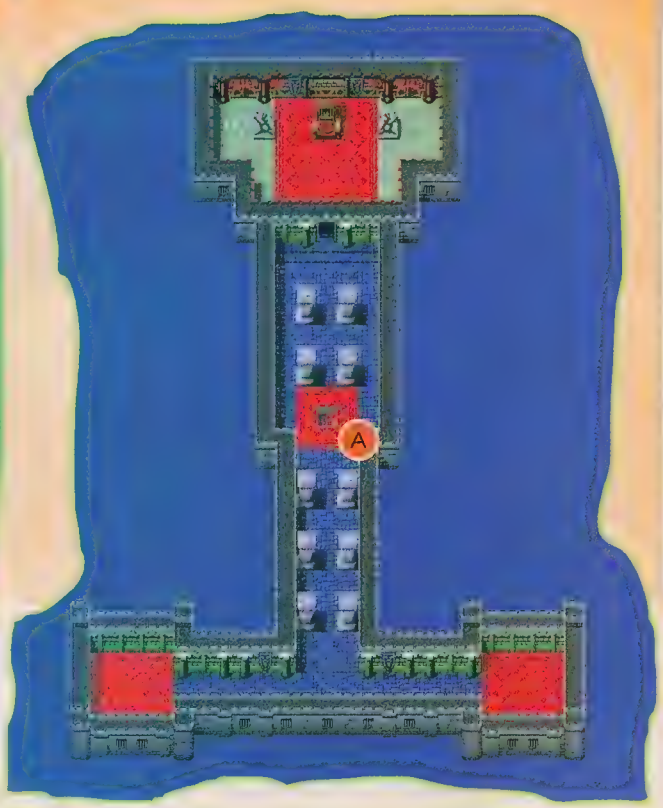
Equipment and Items

You start with enough gil to outfit everyone with equipment and pick up three or four spells. There's not much to say about weapons and armor: get everyone the best stuff possible. If you want to save some gil, then skip the Monk's items since he fares much better with no weapons or armor at all.

Spells

Spells are a bit trickier. The first one to purchase is Cure, which should keep you safe while fighting nearby foes for EXP and gil. Black and Red Mages should get Fire so they have a source of damage (early in the game, more enemies are vulnerable to Fire than Thunder) and the Sleep spell to deal with large groups of foes. If you have extra gil before facing the Chaos Shrine, then pick up Dia to help deal with the Undead creatures. When you have enough gil for a third spell for Black and White Mages, opt for Thunder and Protect, respectively.





Cornelia Area Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Widow	28	10	0	28	–	8	30
Crazy Horse	64	10	2	40	–	15	63
Gigas Worm	56	17	8	40	Fire	15	63
Goblin	8	4	4	16	–	6	6
Goblin Guard	16	8	6	23	–	18	18
Skeleton	10	10	0	17	Fire, Dia	3	9
Wolf	20	8	0	28	–	6	24

The enemies near Cornelia are somewhat weak. Even a White or Black Mage can dispose of a Goblin in one hit, but Goblin Guards may require the attention of Warriors. It will require multiple hits to deplete a Wolf's 24 HP, but this foe isn't much of a threat. The most dangerous foe in this area is the rare Crazy Horse. With 64 HP and an attack score of 10, these foes can take out a level 1 character in one hit. Since you never know where they will appear, keep your HP near max at all times. You can always run away, but stay and fight whenever possible, as a fallen Crazy Horse gives up 63 EXP.

An Audience With the King

The party materializes outside of Cornelia bare-handed, unarmored, and with no spells or items. Fortunately, Cornelia has everything an adventurer needs, as well as a lead on the first quest. Walk into any of the red buildings to the south of the castle to enter the city.

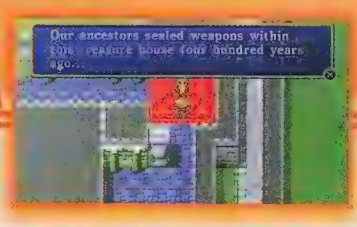
Talk to one of the guards at the exits to go to the castle. The king needs help rescuing Princess Sarah, who has been kidnapped by the knight Garland and taken to the Chaos Shrine in the northwest.

Leveling Up Before the Chaos Shrine

As it stands, the Chaos Shrine is probably a bit beyond the party's capabilities at level 1. To make things easier on your troops, battle monsters around town to build up EXP and save gil, then return to Cornelia to buy the items and equipment you couldn't afford earlier and get the party back to full HP and MP at the Inn. Once everyone in the party is at level 3, they should be powerful enough to handle Garland.

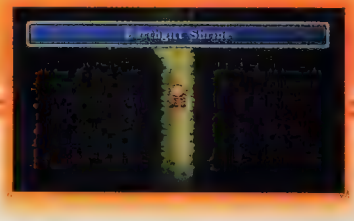
Locked Doors

A few locations, such as Castle Cornelia, have doors that require a special key to unlock. The items behind these locked doors appear on the maps, but you can't collect these goodies until later in the adventure.



Earthgift Shrine

The path to the Chaos Shrine runs near the entrance to the Earthgift Shrine, one of the bonus dungeons added to *Final Fantasy*. There is more information about the bonus dungeons included later in this guide. For now, just note its location for a future visit.



Chaos Shrine Area Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Widow	28	10	0	28	–	8	30
Ghoul	48	8	6	36	Fire, Dia	50	93
Gigas Worm	56	17	8	40	Fire	15	63
Goblin	8	4	4	16	–	6	6
Goblin Guard	16	8	6	23	–	18	18
Skeleton	10	10	0	17	Fire, Dia	3	9
Warg Wolf	72	14	0	46	–	22	93
Werewolf	68	14	6	45	–	67	135
Wolf	20	8	0	28	–	6	24
Zombie	20	10	0	25	Fire, Dia	12	24

While in the area outside of the Chaos Shrine, you will encounter enemies from around Cornelia in larger quantities and even run into some Shrine foes. Black Widows can inflict as much damage as Crazy Horses, but it's possible to defeat them with a concentrated attack. Skeletons often go down in one hit, but Dia helps against large groups of them. Gigas Worms are dangerous; try to knock them out with Sleep, then cast Fire spells to exploit their elemental weakness.

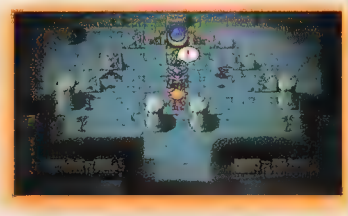
Enemies like Gigas Worms and Black Widows are more common inside the Chaos Shrine. In addition, some new Undead enemies join the Skeletons: Ghouls and Zombies! Mages begin to pay off in this area, as Gigas Worms are vulnerable to Fire and all Undead creatures are vulnerable to both Fire and Dia.

Other new foes include Werewolves and Warg Wolves. Both foes are dangerous, so if you catch one amongst a large group of Wolves or Goblins, try to put it to sleep and have the party target it with their standard attacks. If you don't have Sleep, it may be wise to run away.

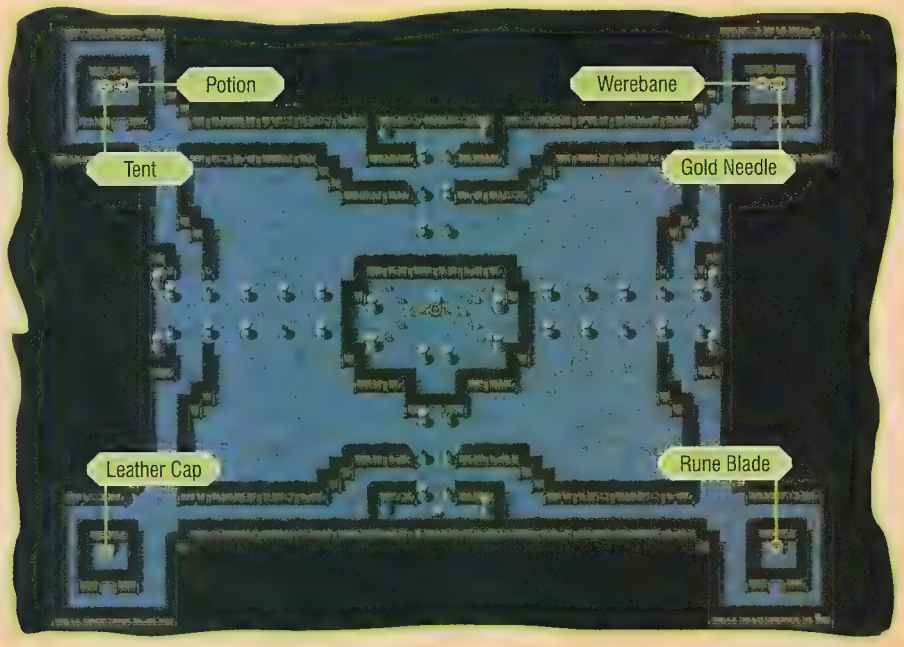
Raiding the Chaos Shrine

It's quite possible to get in and out of this dungeon with ease if you know where to go. There are treasure rooms in all four corners, but the northeast and southeast treasure rooms are both locked. That leaves only the northwest room (which contains a **Potion** and a **Tent**) and the southwest room (which contains a **Leather Cap**). Give the Leather Cap to your weakest mage for a small defensive boost.

If you don't care about loot and are ready to face Garland, then the end of this dungeon is only a few steps away. Walk straight into the room to the north of the entrance.



Items Found
Leather Cap
Potion
Tent



GARLAND

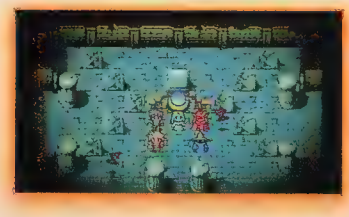
Garland has 212 HP and has high magic defense, so rely on physical attacks to cause damage. Have your designated healer (a White or Red Mage) use Cure to heal whomever Garland attacks while everyone else attacks on each turn. Have your Black Mages use Fire and Thunder for a little extra damage.

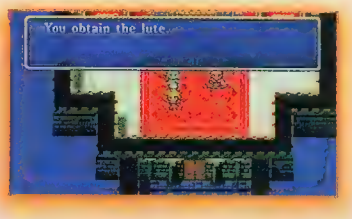
HP	ATK	DEF	MDEF
212	15	8	64

GIL	EXP	WEAK
–	250	130

Rewards Await at Cornelia Castle

After Garland falls, talk to Princess Sarah to return to the castle. As a reward, the king orders the bridge to the north to be rebuilt, opening up the next area of the quest. Talk to Princess Sarah again before leaving, as she too has a reward. Her **Lute** is the game's first Key Item, but it won't come into play for quite some time.



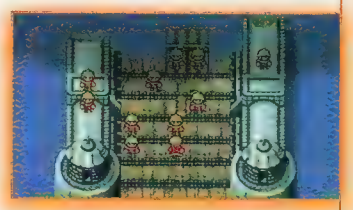


Encounters North of the Bridge

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Crazy Horse	64	10	2	40	–	15	63
Gigas Worm	56	17	8	40	Fire	15	63
Goblin Guard	16	8	6	23	–	18	18
Lizard	92	18	12	55	–	50	153
Ogre	100	18	10	65	–	195	195
Scorpion	84	22	10	55	–	70	225
Tarantula	64	5	12	46	–	50	141
Warg Wolf	72	14	0	46	–	22	93
Werewolf	68	14	6	45	–	67	135

The more difficult Chaos Shrine enemies (like Gigas Worms, Werewolves, and Warg Wolves) guard the path to Matoya's Cave and Pravoka. They are joined by new foes like the Ogre, a giant beast with 100 HP and no weakness to magic. Battling a single Ogre is almost like fighting Garland again, but it's worth the trouble: you will earn 195 EXP and 195 gil for defeating an Ogre. Lizards are nearly as tough but much less lucrative.

The empty area to the south of Pravoka is home to a new foe called the Scorpion. These hard-hitting foes can inflict poison on your party members. At this point in the game, the only way to cure poison is to use an expensive Antidote.



MATOYA'S CAVE

Items Found
Potion (x2)
Antidote

After crossing the bridge, there is a decision to make: head north to Matoya's Cave, or head east to Pravoka. Matoya's Cave is purely optional for now, but the detour is a good source of EXP and you can raid her home for two **Potions** and an **Antidote**. If you decide to pay Matoya a visit, revisit Cornelia afterwards for healing (unless you picked up a Sleeping Bag), as the Ogres that guard her cave are fierce!

The Road to Pravoka

The road to Pravoka is much longer and the encounters will likely be quite grueling. To get there, head due east and then go south when you spot the sea.

PRAVOKA

Shop Data

Sanctuary	80 gil
Inn	50 gil

Weapon Shop

Item	COST	ATK	ACC	CLASS
Hammer	8 gil	+9	+0	
Broadsword	450 gil	+15	+10	
Battle Axe	450 gil	+16	+5	
Scimitar	160 gil	+10	+10	

Armor Shop

Item	Cost	DEF	EVA	Class
Leather Armor	40 gil	+4	-8	
Chain Mail	65 gil	+15	-15	
Iron Armor	640 gil	+24	-23	
Leather Shield	12 gil	+2	+0	
Leather Gloves	50 gil	+1	-1	

Item Shop

ITEM	COST
Potion	40 gil
Ether	150 gil
Antidote	50 gil
Eye Drops	50 gil
Phoenix Down	500 gil

White Magic, Level 2

SPELL	COST	CLASS
Blindna	250 gil	
Silence	250 gil	
NulShock	250 gil	
Invis	250 gil	

Black Magic, Level 1

SPELL	COST	CLASS
Blizzard	250 gil	
Dark	250 gil	
Temper	250 gil	
Slow	250 gil	

Items Found

Ship

SHOPPING RECOMMENDATIONS

Equipment and Items

If you're low on gil, pick up a Scimitar for your Thief since it's the most cost-effective weapon. Also, get Broadswords for your Warriors and Red Mages (if you can afford it). The Broadsword's accuracy makes it a better choice than the Battle Axe. Although the Leather Shield is fairly cheap, most everything else is overpriced. If possible, try to purchase Leather Gloves for anyone who needs a defensive boost.

Spells

None of the White Magic spells are essential yet. Blindna and Silence aren't terribly important, and while you should pick up NulShock soon, it doesn't really become a factor in the game until much later. That said, Invis is quite possibly the best choice for now.

In fact, it's wise to spend your gil on Black Magic spells. Blizzard is a strong elemental attack. In a game where few bosses are vulnerable to magic, attack-boosting Temper is the best utility spell early in the game. If you want to fill the third slot, Slow is a decent choice but not nearly as good as Sleep.

Take Down the Pirates

Go to the Inn and do your shopping as soon as you arrive. You should be at full strength when you talk to Captain Bikke in the northwest corner of the town, as a battle soon follows.

PIRATES

Although the Pirates all look intimidating, they each only have 24 HP. A successful Sleep spell is essential in this battle, or you can slash and stab the foes. After the battle, the defeated Captain Bikke hands over the deed to his **Ship**, located at the dock just south of town.

HP	ATK	DEF	MDEF
24	10	0	35
GIL			
40			
EXP			
40			
WEAK			
-			

Setting Sail for Elfheim

Steer to the west and set sail for Elfheim. The ship battles are tough, so visit the Inn before the next leg of the journey. If you don't have the Black Magic spell Thunder, buy it now because it's effective against enemies in the sea. From the port south of Cornelia, head due south. When you hit land, locate the port just to the west. It's a short walk from there to Elfheim.

Ship Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Bigeyes	10	4	0	14	Lightning	10	42
Buccaneer	50	14	6	37	–	120	60
Sahagin	28	10	4	28	Lightning	30	30
Sahagin Chief	64	15	8	46	Lightning	105	105
Shark	120	22	0	70	Lightning	66	267

There are only a handful of enemies who are capable of attacking the ship, but these battles may be difficult for low-level parties. Even though Buccaneers are much more robust than their Pirate cousins, they won't stand a chance against a sturdy party. Sahagins, the most common foes, occasionally team up with the rarer Sahagin Chiefs. All Sahagins are vulnerable to Lightning, so use Thunder to take out the red Chiefs.

Perhaps the most dangerous enemies are Sharks, which combine a high attack score with a meaty 120 HP. These foes are also vulnerable to Thunder spells, so use a Black Mage to your advantage. If you encounter a Shark and a Bigeyes, eliminate the Bigeyes first. These enemies can paralyze characters one by one, thus setting the stage for a Shark to shred its victims.

ELFHEIM

Items Found

Mythril Hammer

Bronze Gloves

Shop Data

Sanctuary	200 gil
Inn	100 gil

Weapon Shop

Item	COST	ATK	ACC	CLASS
Iron Nunchaku	160 gil	+16	+0	
Dagger	140 gil	+7	+10	
Crosier	160 gil	+14	+0	
Saber	360 gil	+13	+5	

Armor Shop

Item	Cost	DEF	EVA	Class
Iron Armor	640 gil	+24	-23	
Copper Armlet	800 gil	+4	-1	
Iron Shield	80 gil	+4	+0	
Leather Cap	65 gil	+1	-1	
Helm	80 gil	+3	-3	

Item Shop

ITEM	COST
Potion	40 gil
Antidote	50 gil
Gold Needle	500 gil
Echo Grass	50 gil
Tent	160 gil

White Magic, Level 3

SPELL	COST	CLASS
Cura	1000 gil	
Diara	1000 gil	
NulBlaze	1000 gil	
Heal	1000 gil	

Black Magic, Level 3

SPELL	COST	CLASS
Fira	1000 gil	
Hold	1000 gil	
Thundara	1000 gil	
Focara	1000 gil	

White Magic, Level 4

SPELL	COST	CLASS
Poisona	2500 gil	
Fear	2500 gil	
NulFrost	2500 gil	
Vox	2500 gil	

Black Magic, Level 4

SPELL	COST	CLASS
Sleepra	2500 gil	
Haste	2500 gil	
Confuse	2500 gil	
Blizzara	2500 gil	

SHOPPING RECOMMENDATIONS

Equipment and Items

So much to buy, so little gil... If you don't have an overabundance of gil, you may want to wait until after the party explores the next dungeon. While in this dungeon, you can acquire lots of gil and acquire Iron Armor, a Copper Armlet, and a Dagger. It may be wise to save your gil and attempt to acquire these items from the dungeon. Consider purchasing a Saber for your Thief, but don't buy anything if you have a Monk. He's capable of inflicting more damage with his bare hands and probably already has better defensive stats without armor.

For characters other than a Monk, buy headgear and consider purchasing a Copper Armlet for your mage in most need. These pricey items count as body armor and serve as the only alternative to the Clothes that your mages currently wear.

Spells

Spells provide the most benefit in the upcoming challenges, so devote most of your budget to beefing up your mages. Get Thundara or Fira for your Black or Red Mage for a good group attack spell. For the third slot, consider Hold over Focara although this spell is hardly a must-have. Purchase Cura, Diara, and NulBlaze for White Mages, but not all at once (NulBlaze can certainly wait).

When a character is capable of using level 4 spells, get Haste. Blizzara and Confuse are effective Black Magic spells, too. The White Magic at this level is a bit weak. Poisona will save gil in the long run, while Fear is a secondary option when things go horribly wrong. NulFrost is the least useful of the elemental defense spells, while Vox isn't called on often.

Elfheim Area Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Cobra	56	6	6	46	–	50	123
Ghast	56	8	10	40	Fire, Dia	117	117
Gigas Worm	56	17	8	40	Fire	15	63
Goblin Guard	16	8	6	23	–	18	18
Ogre	100	18	10	65	–	195	195
Ogre Chief	132	23	14	71	–	300	282
Tarantula	64	5	12	46	–	50	141
Warg Wolf	72	14	0	46	–	22	93
Werewolf	68	14	6	45	–	67	135
Wolf	20	8	0	28	–	6	24

Some new foes appear alongside the usual assortment of overworld foes in the Elfheim/Marsh Cave area. You may see Ogres fighting alongside Ogre Chiefs, although the green Chiefs are only marginally more difficult.

Status conditions are often more of a threat than physical damage, so beware of Undead-class Ghasts who can paralyze their victims. Cobras and Tarantulas are also dangerous, as each of their bits can poison its target. These two have basically the same stats with weak attack and defense and 56 and 64 HP respectively. Nevertheless, it's important to eliminate them right away and always carry several Antidotes until you learn the White Magic spell Poisona.

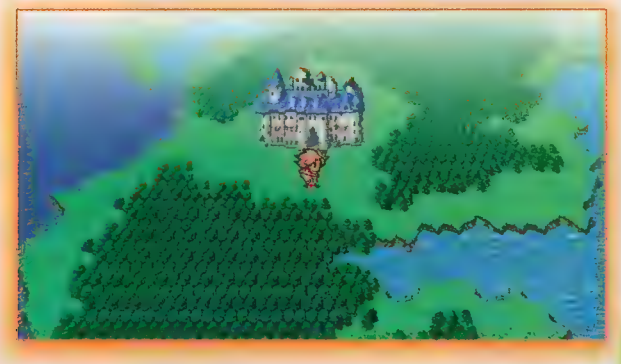
The Town of Elfheim

Like Cornelia, Elfheim consists of a town and a castle. There's no way to reach the castle from town, so you must enter it from the world map. At the castle, it's revealed that the king of the Dark Elves, Astos, has cursed the prince. Matoya may have the cure, but she won't provide any help until someone returns her Crystal Eye.

Back in town, someone mentions a spooky castle that was discovered in the northwest. A visit to the Western Keep isn't necessary, but it will shed some light on the situation. If you had planned to fight some enemies to build levels, you may as well head in that direction. Before doing so, pick up a few Tents at the item shop. The tents cost only 60 gil more than a stay at the Inn, plus there's no need to take the long trip back to Elfheim to use them.

WESTERN KEEP

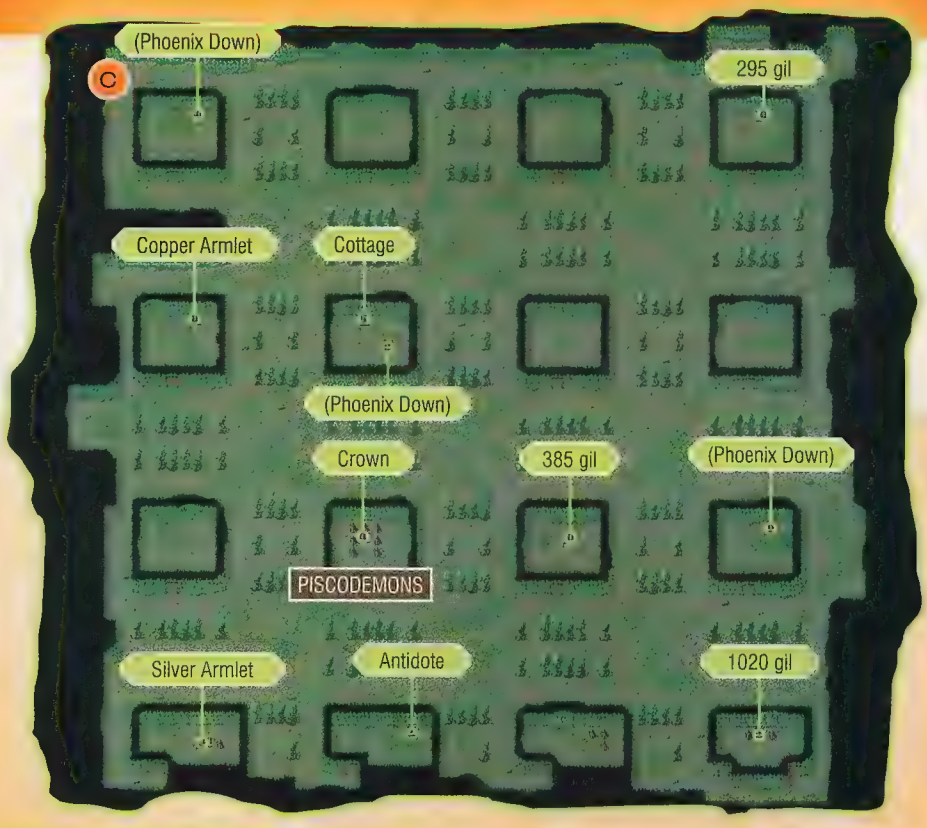
There is a king in the Western Keep who offers to help, if someone can help find his crown. It is believed that the crown is somewhere in the Marsh Cave, directly south of the Western Keep.



Items Found

- Power Staff
- Steel Gloves
- Falchion

MARSH CAVE



Items Found

- Broadsword
- Copper Armlet
- Cottage
- Crown
- Dagger
- Iron Armor
- Phoenix Down

Marsh Cave Encounters

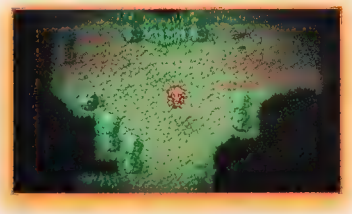
NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Anaconda	80	22	10	56	–	50	165
Black Widow	28	10	0	28	–	8	30
Bloodbones	144	26	12	76	Fire, Dia	378	378
Crawler	84	1	8	51	–	200	186
Gargoyle	80	12	8	53	–	80	132
Ghoul	48	8	6	36	Fire, Dia	50	93
Gray Ooze	76	30	7	55	Lightning	70	255
Green Slime	24	1	255	36	Ice, Fire	20	84
Scorpion	84	22	10	55	–	70	225
Skeleton	10	10	0	17	Fire, Dia	3	9
Shadow	50	10	0	37	Fire, Dia	45	90
Tarantula	64	5	12	46	–	50	141
Warg Wolf	72	14	0	46	–	22	93
Werewolf	68	14	6	45	–	67	135
Zombie	20	10	0	25	Fire, Dia	12	25

A wide variety of monsters lurk in the Marsh Cave, but many of them also appeared in the Chaos Shrine. The more mundane newcomers include the Shadow, a feeble Undead-class enemy that can cast Dark on your characters. Gargoyles have 80 HP, but possess little strength outside of fighting in large numbers. Anacondas are incapable of inflicting poison, but their bites cause solid damage.

More interesting foes include the Green Slime, a poisonous blob with incredibly high physical defense. The only practical way to damage it is to use Fire or Blizzard spells. If your party lacks an appropriately equipped Black or Red Mage, then it's best to flee from these foes. The Gray Ooze resembles the Green Slime, but it behaves quite differently. Although the Green Slime can only deal damage with Poison, the Gray Ooze has a high attack rating. Note, however, that the Gray Ooze has low defense and is vulnerable to Thunder spells.

Crawlers have a low attack rating (1), so they use their turns to paralyze party members. Skeletons and Bloodbones occasionally accompany Crawlers into battle, so remember to cast Dia or Fira before the Crawler can paralyze your spellcaster.

Welcome to the Marsh Cave



The three-level Marsh Cave is much more difficult than the Chaos Shrine, so low-level parties may want to make several short forays. Grab some treasure, escape from the area, and use Tents (or return to Elfheim) to heal. It's quite possible for a high-level party to get through the Marsh Cave in a single trip. A powerful party may want to consider skipping the north side of B2 to save time.

Marsh Cave, B1 and B2 North

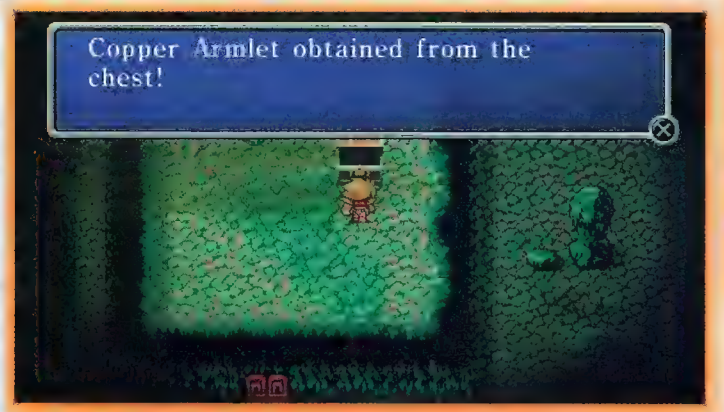
After dropping into the pit, you can go either north or south. The north path leads to a small chunk of B2 that contains three rooms and four treasure chests (**680 gil**, a **Dagger**, a **Broadsword**, and **620 gil**). The chests that contain the 680 gil and the Broadsword are concealed within duplicate chests that can be found elsewhere.

Marsh Cave, B2 South

To advance in this area, go south from the entrance. The staircase leads to a room in a different section of B2, where there are three treasure rooms to the south (they contain the duplicate chests with **680 gil** and the **Broadsword**). To reach the third floor, go south from the room with the staircase, then east along the bottom wall. Walk through the first door, then exit the next one. The staircase to B3 is to the southeast.

Marsh Cave, B3

This spacious cavern consists of 16 rooms, many of which are empty. You need the Mystic Key to open the bottom four rooms, so stick to the top three rows for now. There is a **Phoenix Down** on the west side of the top row and **295 gil** on the east side. The next row down holds the **Copper Armlet**, plus a **Cottage**, and there's a duplicate **Phoenix Down** chest in the same room. On the third row, the third and fourth chests contain **385 gil** and another duplicate **Phoenix Down** chest. It's best to save the party's strength for the second room—where the Crown awaits—along with an encounter point.



PISCODEMON

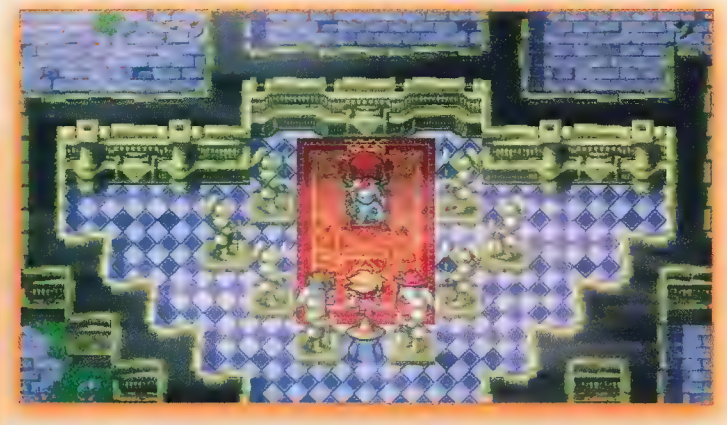
HP	ATK	DEF	MDEF
84	30	16	98

GIL	EXP	WEAK
300	276	–

The encounter point is the square directly in front of the chest. Each time the party steps on it, they will encounter up to four Piscodemons. Despite their appearance, Piscodemons can't cast spells but they can inflict serious damage. They have no weaknesses to exploit, so hit them with everything to cut through their 84 HP.

Returning the Crown

After acquiring the **Crown**, leave the cave and return to Elfheim to heal and buy equipment (don't forget to purchase the Haste spell if you haven't already). The party must be at its best when you deliver the Crown to the "King" of the Western Keep, because a boss fight is close at hand.



ASTOS

HP	ATK	DEF	MDEF
420	30	18	170

GIL	EXP	WEAK
2000	2250	–

Astos has a strong resistance to magic *and* physical attacks. He knows spells like Death (an instant kill, if it works), Slow, Fira, and Thundara. Have your Black and/or Red Mages use Haste and Temper on your best Warrior before they use their best spells. Make sure the rest of the party is ready to cast Cure spells and use Potions. Save before you speak to the King just in case a key character gets nailed by Death. Defeat Astos to pick up Matoya's **Crystal Eye**, **2250 EXP** and **2000 gil**.

Items Found

Jolt Tonic	Falchion	Silver Armlet	Iron Armor
Bronze Gloves	Power Staff	Antidote	Gold Needle
Mystic Key	Steel Gloves	Mythril Knife	Rune Blade
Mythril Hammer	Mythril Knife	Nitro Powder	Werebuster

Return to Matoya's Cave

From Elfheim, sail north toward Cornelia and slide the ship underneath the bridge that the king ordered reconstructed. Find a port in the small inlet; from there, it's just a short walk north to Matoya's Cave. Matoya trades the **Jolt Tonic** that the Elf Prince needs for the Crystal Eye.

Revive the Elf Prince

Return to Elfheim and give the Prince his medicine. In return, he provides the **Mystic Key**, the master key that unlocks all of the locked doors in Cornelia Castle, the Chaos Shrine, Elfheim Castle, Western Keep, and the Marsh Cave! The only item you need to progress further is inside Cornelia Castle, but the rest of the loot is pretty good. Time to do some backtracking!

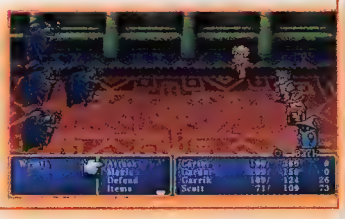
Treasures in Elfheim Castle

To access this castle's stash, take a step through the small door in the southeast and loop around to the treasure room in the northeast. Don't go more than one space away from the wall, or else the party will be returned to the world map. The treasures include the **Mythril Hammer** (great for White Mages), **Bronze Gloves**, and a total of **1500 gil**.

Encounters in Western Keep

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Mummy	80	30	20	60	Fire, Dia	300	300
Wraith	86	22	4	52	Fire, Dia	231	231

Wraiths are specters that can cause paralysis with each hit, while Mummies can put their prey to sleep with their attacks. As is the case with all Undead foes, use Diara and Fira spells against them.



Treasures in Western Keep

The treasure room is southwest of the throne room. There are three chests inside, each of which is protected by an encounter spot. Several Wraiths guard the center chest, while numerous Mummies protect the other chests. The loot includes a **Power Staff**, a **Falchion** (a great sword for Thieves and Red Mages), and **Steel Gloves**. If you want to avoid fights, open the chests from either side without crossing the space directly in front of each chest.

Treasures in the Marsh Cave

Are the chests behind the four locked doors on B3 worth the trouble? Perhaps the best treasure is a **Silver Armlet**, which is available in the next town for 4000 gil. The other chests contain an **Antidote** and **1020 gil**. If you want these items, return to the third floor and explore the rooms along the south wall.

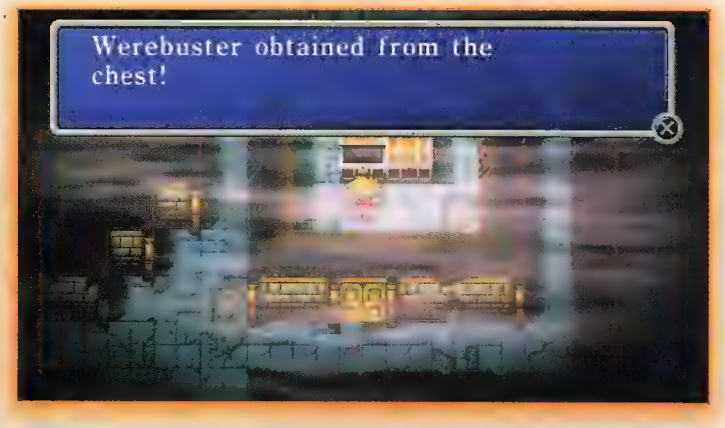
The room in the southwest corner contains the Silver Armlet, which is guarded by a pack of Piscodemons. The chest with the Antidote is guarded by Anacondas. The gil in the southeast room is protected by Piscodemons, as well.

Treasures in Cornelia Castle

The six chests in Cornelia are completely unguarded! Loop around to the back of the castle to find two treasure rooms with three chests each. One room contains a suit of **Iron Armor**, a **Tent**, and the Key Item **Nitro Powder**. The other room contains a **Cottage**, a **Saber**, and a **Mythril Knife**.

Treasures in the Temple of Chaos

The Temple contains some nice treasures, and they're easy to get now that your party is much stronger. There are some Gargoyles in the northeast corner near the door guarding a **Werebuster** and a **Gold Needle**. The southeast chest, which contains the **Rune Blade**, is guarded by an identical encounter point.



MT. DUERGAR

Items Found
Cottage
Great Helm
Ether
Potion
Mythril Mail
Tent
Wyrmkiller

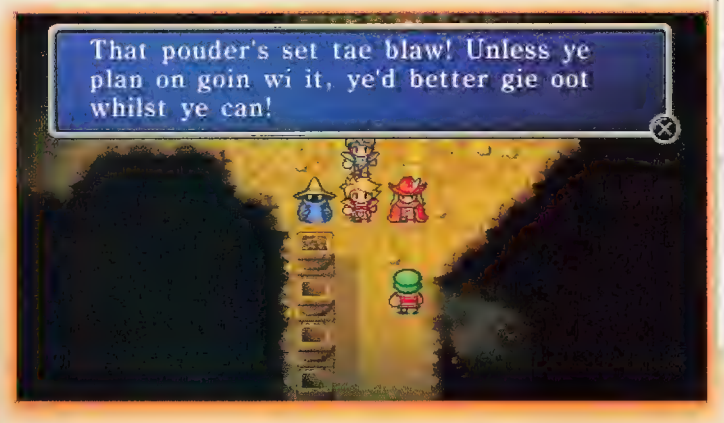
Raiding Dwarven Treasure

Travel along Cornelia's coast to the northwest to find a small port just past the mountain range south of the Chaos Shrine. Hike southwest along the coast to a ring of mountains with a cave entrance. Inside is Mt. Duergar, the Dwarven homeland mentioned by the Elves.

There are two chests inside the room to the far north of the entrance. These chests contain **575 gil** and **450 gil.** In the huge room at the south end of the cave, locked with the Mystic Key, are eight chests with great loot: a **Tent**, **Great Helm**, **Wyrmkiller**, **Ether**, **Potion**, **Mythril Mail**, **575 gil**, and a **Cottage**. The Wyrmkiller is slightly better than the Werebuster and Rune Blade. This weapon causes extra damage to dangerous Dragon-type enemies, so give it to a Thief or Red Mage.

Blasting a Dwarven Canal

The Dwarves have a great deal of information. Smyth the blacksmith offers to forge a weapon out of Adamantite, if you should find some. Repay the Dwarves' hospitality by giving the Nitro Powder to Nerrick, the Dwarf, at the entrance of the far south tunnel. He uses it to blow up the land bridge south of the Mt. Duergar, creating a canal big enough for the ship to pass through. Now you can visit the towns and caves on the outer edge of the continent.



The Earth Crystal

Melmond

Shop Data

Sanctuary	N/A
Inn	100

Weapon Shop

Item	COST	ATK	ACC	CLASS
Crosier	160 gil	+14	+0	
Saber	360 gil	+13	+5	
Long Sword	1200 gil	+20	+10	
Falchion	360 gil	+15	+10	

Armor Shop

Item	Cost	DEF	EVA	Class
Knight's Armor	36,000 gil	+34	-33	
Silver Armlet	4000 gil	+15	-1	
Great Helm	360 gil	+5	-5	
Bronze Gloves	160 gil	+2	-3	
Steel Gloves	600 gil	+4	-5	

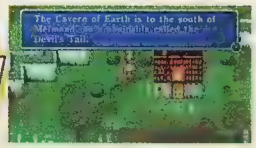
White Magic, Level 5

SPELL	COST	CLASS
Curaga	4000 gil	
Life	4000 gil	
Diaga	4000 gil	
Healara	4000 gil	

Black Magic, Level 5

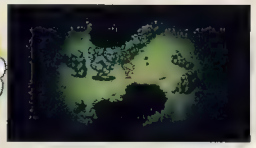
SPELL	COST	CLASS
Firaga	4000 gil	
Scourge	4000 gil	
Teleport	4000 gil	
Slowra	4000 gil	

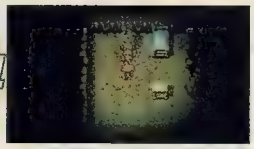
Objectives

1. 

Head to the Cavern of Earth.

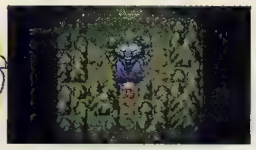
2.
Battle the Vampire for the Star Ruby.

3. 
Give the Star Ruby to the guardian of the Giant's Cave.

4. 
Get the Earth Rod from the Sage.

5.

Return to the Cavern of Earth and use the Earth Rod

6. 
Defeat Lich, the Fiend of Earth.

Equipment and Items

If you opened all of the chests with the Mystic Key, then the party should have better equipment than most of the items sold here. Aside from the expensive Knight's Armor, there is the Silver Armlet. This item represents a significant armor upgrade for spellcasters.

Spells

Purchase Life for White Mages as soon as possible. Curaga and Diaga nicely round out the level 5 slot, but those spells can wait for now. Pick up Firaga for Black Mages. Scourge is a bit of a gamble, but it will occasionally wipe out a field full of powerful enemies.

This is where the Red Mage's lack of specialization begins to hurt: Curaga is the only White Magic available (until the Class Changes) and Black Magic choices are similarly limited.

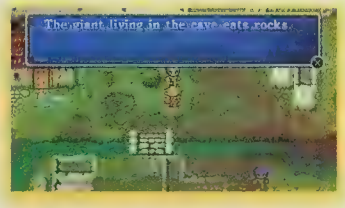
Melmond Area Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Cobra	56	6	6	46	–	50	123
Gigas Worm	56	17	8	40	Fire	15	63
Ghast	56	8	10	40	Fire, Dia	117	117
Ghoul	48	8	6	36	Fire, Dia	50	93
Hyenadon	120	22	4	76	–	72	288
Lesser Tiger	132	22	8	85	–	108	438
Ogre	100	18	10	65	–	195	195
Ogre Chief	132	23	14	71	–	300	282
Shadow	50	10	0	37	Fire, Dia	45	90
Tarantula	64	5	12	46	–	50	141
Warg Wolf	72	14	0	46	–	22	93
Wolf	20	8	0	28	–	6	24

The only new foes in the Melmond area are Hyenadons and Lesser Tigers. Both foes attack in large packs and are quite a bit tougher than the Wolf-type foes encountered up to this point in the game. Take them out one by one using physical attacks, followed up by low-level spells like Sleep. Try to save your good spells for the Cavern of Earth.

Towards the Cavern of Earth

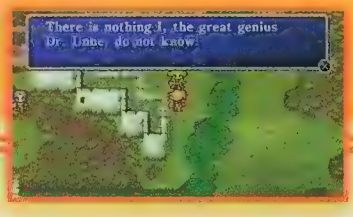
Melmond's port is west of the canal the Dwarves made and the town is only a few steps east of the port. A ravaged community, filled with tales of Vampires and giants in the nearby caves, greets the party inside. The grueling Cavern of Earth is the next stop, so buy a few key supplies before proceeding.



Walk west and slightly south from Melmond to reach a thin strip of land that connects to a triangular island with two large mountain ranges. The mouth of the Cavern of Earth rests between the mountain ranges.

The Amazing Dr. Unne

There is a scholar in the northeast corner of town named Dr. Unne. He doesn't offer anything (save proof of his large ego) at this point, but he plays a key role later in the adventure...



CAVERN OF EARTH

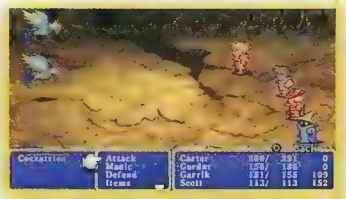
Cavern of Earth Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Anaconda	80	22	10	56	–	50	165
Black Widow	28	10	0	28	–	8	30
Cobra	56	6	6	46	–	50	123
Cockatrice	50	1	4	47	–	200	186
Earth Elemental	288	66	20	130	Fire	768	1536
Gargoyle	80	12	8	53	–	80	132
Ghast	56	8	10	40	Fire, Dia	117	117
Goblin Guard	16	8	6	23	–	18	18
Hill Gigas	240	38	12	120	–	879	879
Lizard	92	18	12	55	–	50	153
Minotaur	164	22	4	95	–	489	489
Mummy	80	30	20	60	Fire, Dia	300	300
Ochre Jelly	76	32	6	55	Ice, Fire	70	252
Ogre	100	18	10	65	–	195	195
Ogre Chief	132	23	14	71	–	300	282
Ogre Mage	144	23	10	80	–	723	723
Piscodemon	84	30	16	98	–	300	276
Sphinx	228	23	12	115	–	1160	1160
Tarantula	64	5	12	46	–	50	141
Troll	184	24	12	100	Fire	621	621
Warg Wolf	72	14	0	46	–	22	93
Werewolf	68	14	6	45	–	67	135
Wight	52	20	12	45	Fire, Dia	150	150
Wraith	86	22	4	52	Fire, Dia	231	231

Monsters in the Cavern of Earth are strong and hardy. Only a few foes have special attacks or magical weaknesses, so this dungeon tests endurance more than wits. The Hill Gigas, for example, has 240 HP and an attack power of 38, while Minotaurs are only slightly weaker with 164 HP and an attack power of 22. The Earth Elemental has 288 HP and a stunning attack power of 66; fortunately, it does have a weakness to Fire, as do Trolls.

It's often the weaker foes who are the most dangerous,. Cockatrices only have 50 HP and an attack power of 1, but they can turn characters to stone with their glance. If you don't have a Gold Needle to reverse this status effect, you can run back to Elfheim to buy one, or hope they drop after fighting Cockatrices (which is risky). A new undead foe, the Wight, can paralyze your party. On occasion, the sleep-inducing Mummies will join the Wights.

Former encounter point favorites like the Piscodemon and Gargoyle are abundant here, as are old friends like the Lizard, Tarantula, and Ogre Chief.



There are a few new enemies in the lower levels of the Cavern of Earth. Although the Sphinx have 228 HP, their low attack power ensures that the battles are more time-consuming than dangerous. Take the extra time to defeat them, since you'll earn up to 1160 EXP a pop!

Ogre Mages have access to a few spells, like Sleep and Blizzara, but they normally use their turns to cast weaker spells like Blink. The Ochre Jelly foes have fairly high attack power scores, but they are vulnerable to physical attacks and some spells (Fire- and Ice-type magic). They rarely appear, so if your goal is to fill up the Bestiary, be prepared to search for a while.

Items Found
Antidote
Coral Sword
Leather Shield
Potion
Gold Needle
Sleeping Bag
Tent (x2)
Mythril Shield
Staff
Star Ruby

3400 gil
1020 gil
Gold Needle
C
Star Ruby
Sleeping Bag
VAMPIRE
B

D
5450 gil
1520 gil
3400 gil
1455 gil
Staff
C
1250 gil
Tent
Mythril Shield

LICH
D

Cavern of Earth, B1

There are six different directions to choose from the start of B1, but only the east route leads to the B2 staircase. The south route leads nowhere, while the west and southwest routes lead to a dangerous loop. It's important to note that the west wall is comprised entirely of encounter points! If you decide to travel around the loop, you will frequently encounter Hill Gigas and Lizard foes. This is a great way to obtain EXP, but it's even a better way to get killed.

The north route leads to a room with a chest that contains **1975 gil**. It's guarded on the right side by an encounter point with a deadly Earth Elemental. The southeast route forks and each path leads to a treasure room with two chests and an encounter point. The treasures are **880 gil**, a **Potion**, an **Antidote**, and **795 gil**.

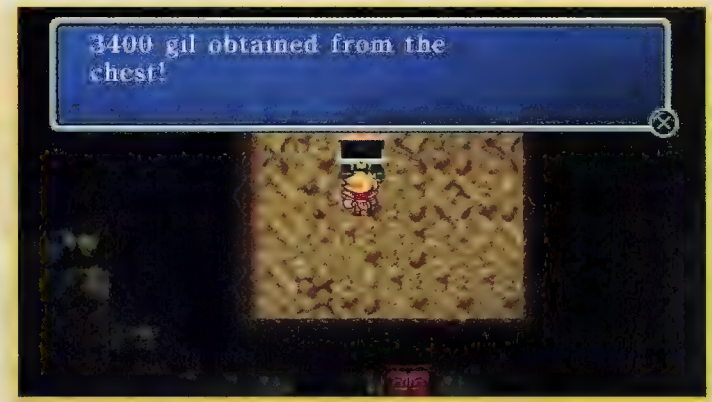
Cavern of Earth, B2

There are two treasure rooms on this floor. To reach the first one, head southeast around the pile of boulders and then head east. This treasure room contains a **Coral Sword**, a **Tent**, and **330 gil**. The Coral Sword causes extra damage to aquatic enemies and may come in handy later. To access the other treasure room, go south from the boulders, move east at the east-west fork, and south again. The three chests here contain a total of **5575 gil** and a **Leather Shield**. There is an Earth Elemental encounter spot near the door. To reach the staircase from the second treasure room, loop around the wall to the northeast.

Cavern of Earth, B3

Your destination is just a few steps to the north of where the party enters this floor. Unfortunately, there's a wall in the way so travel east, north, west, south and east again. This essentially makes the party travel in a giant loop around the entire floor.

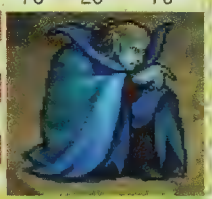
There are a few treasure rooms along the way. The room at the end of the east passage contains a **Sleeping Bag**. In the east end of the north passage, after fighting past an Earth Elemental encounter point, there is a **Gold Needle**. A door to the north in the middle of the west passage contains another Earth Elemental encounter point and a worthy reward of **3400 gil**. The last treasure room is toward the end of the south passage, as you turn back to the east. This one contains **1020 gil** and one last Earth Elemental encounter point.



VAMPIRE

HP	ATK	DEF	MDEF
280	76	26	75

GIL	EXP	WEAK
2000	1200	Fire, Dia



The room at the end of the passage (just north of the B2 staircase) contains a **Star Ruby**. However, you must defeat a Vampire to reach it. The Vampire's attack power is a brutal 76, but this boss only has 156 HP. Because the Vampire is weak to Fire and Dia spells, use them to quickly turn the fight in your favor.

Path Blocked

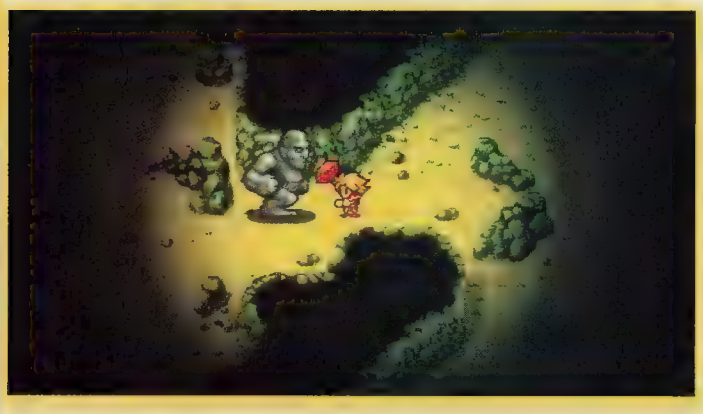
Collect the **Star Ruby** from the chest. Further progress is blocked by a stone slab. Walk back out and return to Melmond to heal your party.

GIANT'S CAVE

Items Found
Mythril Helm
Great Axe

Pay the Toll to Pass

The next destination is Giant's Cave, which is west of the cape that leads to the Cavern of Earth. Giant's Cave is guarded by...well...a giant! Talk to the giant to give him the Star Ruby and he will allow the party to pass. Before continuing to the staircase on the other side, turn to the south and raid this cave's treasure room for a **Mythril Helm**, **1070 gil**, and a **Great Axe**.

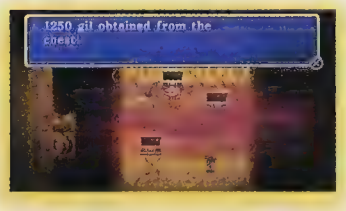


THE SAGE'S CAVE

Items Found
Earth Rod

The staircase on the other side of the Giant's Cave leads past the mountain range at the western tip of the Melmond area, just north of the Sage's Cave. Travel down to meet the Sage and he will reward the party with the **Earth Rod**. This Key Item will allow the party to move the stone slab and gain entrance to the lower two floors of the Cavern of Earth.

Cavern of Earth, B4



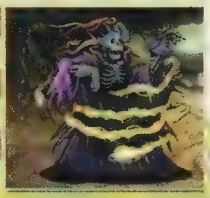
Use the Earth Rod at the stone slab just past the encounter with the Vampire on B3. Doing so reveals the staircase to B4. From the entrance, head northwest to a treasure room that contains **11,825 gil** and a **Staff**. There are several encounter points in this room, complete with Ogres, Hyenadons, and a few Sphinx foes. A second treasure room is in the southwest corner of this floor. It contains **1250 gil**, a **Tent**, and a **Mythril Shield**, all guarded by more Ogre/Hyenadon encounter points.

Cavern of Earth, B5

This floor is sparsely populated, so it should be a quick trip to the boss. Go north, west, south, then west again to reach the boss's door. Heal your party, save your game, and go meet the Fiend of Earth, Lich.

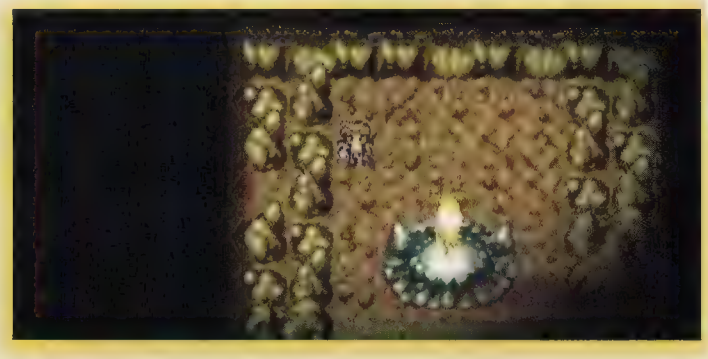
LICH

HP	ATK	DEF	MDEF
1200	40	40	120
GIL			
3000			
EXP			
2200			
WEAK			
Fire, Dia			



Lich has 1200 HP and a fairly high physical defense rating. He is vulnerable to Fire, so use your Black and Red Mages contribute to the Lich's demise. Have your White Mages cast Dia spells, although their first priority is tending to the party's dead and wounded. Lich isn't the strongest physical attacker (although his attacks can stun your party members), but he does have plenty of nasty spells like Blizzara, Fira, Thundara, Sleepra, Haste, and so on. Blizzara seems to be Lich's favorite, so remember to use NulFrost if the boss casts Blizzara.

Defeating Lich causes a portal to appear in the back of this room. After reactivating your party's Earth Crystal, enter the portal for a free ride back to the overworld.



The Fire Crystal

Crescent Lake

Shop Data

Sanctuary	400 gil
Inn	200 gil

Weapon Shop

Item	Cost	ATK	ACC	Class
Mythril Knife	640 gil	+10	+15	
Mythril Sword	3200 gil	+23	+15	
Mythril Hammer	2000 gil	+12	+5	
Mythril Axe	3600 gil	+25	+10	

Armor Shop

Item	Cost	DEF	EVA	Class
Mythril Mail	6000 gil	+18	-8	
Mythril Shield	2000 gil	+8	+0	
Buckler	2000 gil	+2	+0	
Mythril Helm	2000 gil	+6	-3	
Mythril Gloves	2000 gil	+6	-3	

Item Shop

Item	Cost
Potion	40 gil
Antidote	50 gil
Phoenix Down	500 gil
Sleeping Bag	50 gil

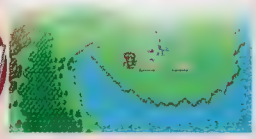
White Magic, Level 6

Spell	Cost	Class
Stona	13,000 gil	
Exit	13,000 gil	
Protera	13,000 gil	
Invisira	13,000 gil	

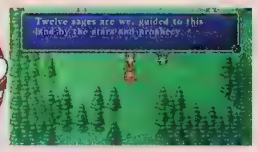
Black Magic, Level 6

Spell	Cost	Class
Thundaga	13,000 gil	
Death	13,000 gil	
Quake	13,000 gil	
Stun	13,000 gil	

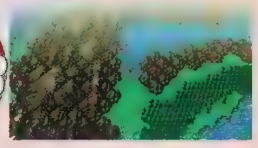
Objectives



1 Sail southwest to Crescent Lake.



2 Get the Canoe from the Twelve Sages.



3 Travel upriver to Mt. Gulg.

4 Battle the Fire Fiend, Marilith, for the Fire Crystal.

Shopping Recommendations

Equipment and Items

If your Warriors aren't clad from head to toe in Mythril, then purchase some here. New items include the Mythril Gloves and the Buckler, which is the first shield usable by Thieves and Red Mages. Its defensive power is only 2, but that's more than either of those classes had available before. The Mythril Axe is the only new weapon, and it's worth picking up if you have multiple Warriors. (Note, however, that there is a free one in the next dungeon.)

Spells

The level 6 spells break the bank at 13,000 gil per spell, but they offer a few exciting choices. White Mages can choose between Protera, Invisira, and Stona. All of these are good options, but don't provide the help needed in the near future. Protera is a good choice for now, but resist the temptation to get Invisira. Stona is a must later on and you want to save a slot for Exit after the class change.

A sure-fire option for Black Mages is Thundaga. Death sounds more powerful than Stun, but Stun is perhaps the better choice since it has a higher success rate. Quake has a lower chance of an instant kill than Death, but it reliably wipes out about half of a large group of enemies, so it's a little more useful.

At this point, it's best to avoid any purchases for Red Mages since they can't learn any level 6 spells until the class change. When this occurs, they're limited to Exit, Protera, Invisira, and Thundaga.

Crescent Lake Area Encounters

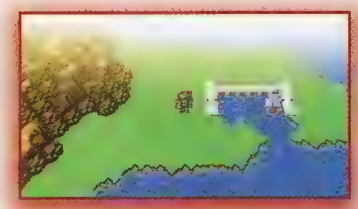
NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Anaconda	80	22	10	56	–	50	165
Ankheg	222	39	20	116	–	300	1194
Hill Gigas	240	38	12	120	–	879	879
Minotaur	164	22	4	95	–	489	489
Ogre Chief	132	23	14	71	–	300	282
Ogre Mage	144	23	10	80	–	723	723
Scorpion	84	22	10	55	–	70	225
Troll	184	24	12	100	Fire	621	621

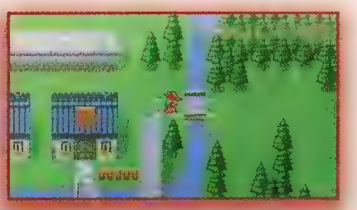
Ankhegs are the new foes in this area, but old favorites like Ogres, Trolls, Hill Gigas, and Scorpions appear in greater numbers. Since Crescent Lake is close by, you can obliterate large groups of foes with your best spells. Note that magic won't be enough to take down the hardy Ankhegs. These foes have 222 HP and no magical weaknesses, so try to employ Haste-enhanced fighters against them.

The Town of Crescent Lake

Sail southwest from Melmond, past the tip of the peninsula with the Cavern of Earth and due west across the sea. This leads to the east shore of the continent between two ports. Disembark at the southern port and start hiking southwest. There are some grueling battles here, so hit the foes with everything you have since there isn't far to go. Cross a large patch of forest, loop around below the lake, and locate the small town of Crescent Lake.

Don't be confused by Crescent Lake's odd layout. There's actually more to this town than a handful of shops. Cross the small stone bridge to the northeast and follow the path to the field where the sages await. If you have defeated the Lich in the Cavern of Earth, the sages discuss the remaining fiends and provide a **Canoe**.





Canoeing to Mt. Gulg

River Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Crocodile	184	42	16	103	Lightning	900	816
Hydra	212	30	14	116	–	150	915
Neochu	344	35	32	170	–	500	3189
Ochu	208	20	24	116	Lightning	102	1224
Piranha	92	22	0	68	Lightning	20	240
Red Piranha	172	37	20	83	–	46	546
White Croc	288	56	20	143	Lightning	2000	1890

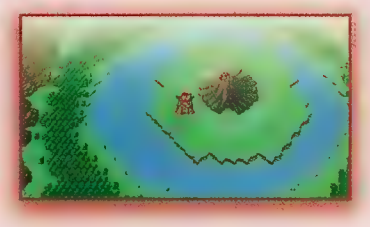
You will encounter some extremely tough foes while using the Canoe. These foes put the denizens of Mt. Gulg to shame, so be careful while traveling the world's network of rivers.

Most enemies on the river share a weakness to Lightning, including the deadly Crocodile and White Croc. These foes don't lack HP, but they have sufficient attack power to cause triple-digit damage to the non-Warriors in your party. Crocodiles of both types usually appear with groups of enemies, so have Black Mages cast Thundara while melee types target the Crocs. Ignore the Piranhas that accompany Crocodiles; they're weak across the board, so Thundara is a great option.

The Ochu foe is also vulnerable to Thunder, but the stronger Neochus are not. Both are hardy and capable of inflicting poison, making them a significant threat. Focus on them after the Crocs but before the Piranhas, Red Piranhas, and Hydras (the weakest of the river monsters).

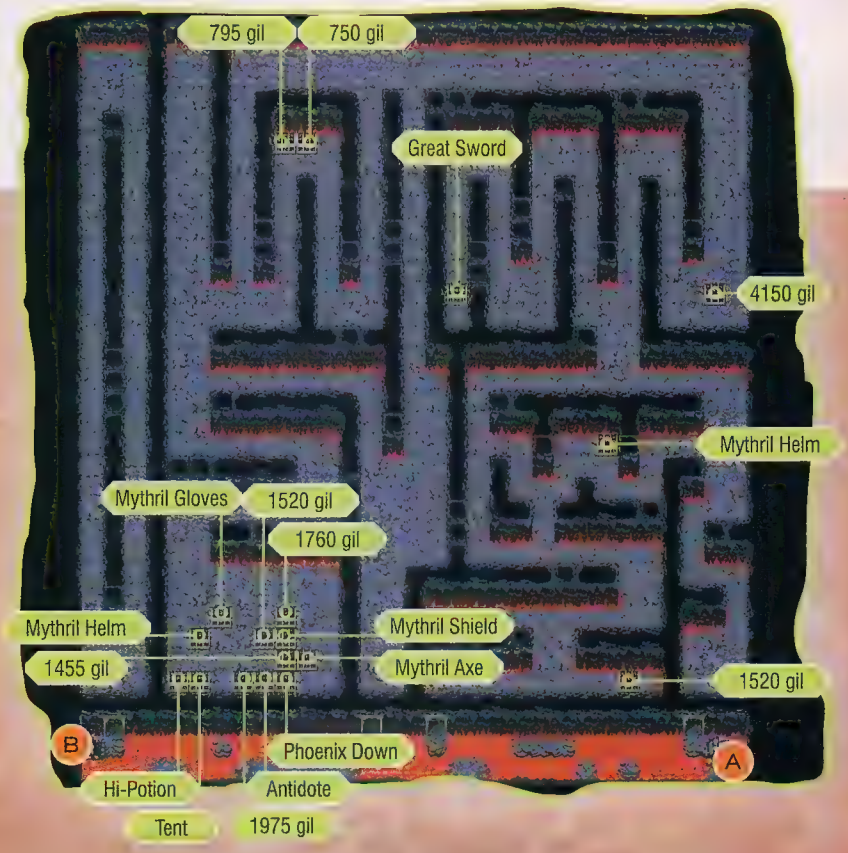
The river is the best place to visit when you need to quickly level up. While it is risky to do so, river enemies are worth lots of EXP—up to 3189 from the Neochus!

The Canoe allows for travel on rivers and lakes, such as the ones around Crescent Lake. Take the river route west, then turn north at the second fork. Pass the first northwest fork (it leads nowhere) and go north down the second route. When that path forks, head due west to Mt. Gulg where the Fire Fiend has made her home.



MT. GULG

- Antidote (x2)
- Cottage
- Flame Mail
- Flame Shield
- Gold Needle
- Great Sword
- Ice Brand
- Mythril Axe
- Mythril Gloves
- Mythril Helm (x2)
- Mythril Shield
- Hi-Potion
- Phoenix Down
- Staff
- Tent



Flame Shield
7340 gil
Antidote
(Ice Brand)
880 gil
1760 gil
E
2750 gil
(Gold Needle)
Cottage
2000 gil
10 gil
(Ice Brand)
155 gil
Staff
1250 gil
F
D
E
(Gold Needle)
F
Flame Mail
(Gold Needle)
(Gold Needle)
MARILITH

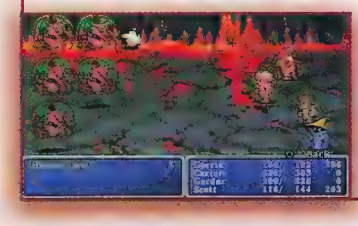
Mt. Gulg Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Ankheg	222	39	20	116	–	300	1194
Fire Elemental	276	50	20	130	Ice	800	1620
Fire Gigas	300	73	20	135	Ice	1506	1506
Fire Hydra	182	20	14	103	Ice	200	1215
Fire Lizard	296	31	18	143	Ice	1200	2472
Hellhound	192	30	8	103	Ice	600	1182
Gray Ooze	76	30	7	55	Lightning	70	255
Hill Gigas	240	38	12	120	–	879	879
Horned Devil	94	10	32	127	–	387	387
Hyenadon	120	22	4	76	–	72	288
Lava Worm	280	50	31	143	Ice	400	1671
Lizard	92	18	12	55	–	50	153
Minotaur	164	22	4	95	–	489	489
Ogre Chief	132	23	14	71	–	300	282
Ogre Mage	144	23	10	80	–	723	723
Pyrolisk	44	20	4	45	Ice	500	423
Red Dragon	248	75	30	200	–	4000	2904
Scorpion	84	22	10	55	–	70	225
Sphinx	228	23	12	115	–	1160	1160
Wraith	86	22	4	52	Fire, Dia	231	231

The legion of new foes in Mt. Gulg is a dangerous bunch. Most of them are vulnerable to Ice, so consider a party focused around Black Magic. The trick is to determine which encounters are worthy of Blizzara spells. (MP won't last long if used in every encounter!) Alas, this level 4 spell is the strongest option. Firaga isn't the most effective option, and you're better off saving Thundaga for river enemies.

Topping the danger list are Fire Elementals, Lava Worms, Fire Gigas, Fire Lizards, and Hellhounds. Fire Gigas have incredibly high attack ratings, wrecking havoc against your party with their standard attacks. Fire Lizards lack offensive firepower, but they have the ability to cast Fire-type magic spells that affect the entire party. If any White or Red Mages have NulBlaze, then use it against large packs of these enemies. Fire Elementals and Lava Worms are strong foes with solid attack and defense ratings. Fortunately, Lava Worms always travel alone and Fire Elementals never attack in groups of more than two.

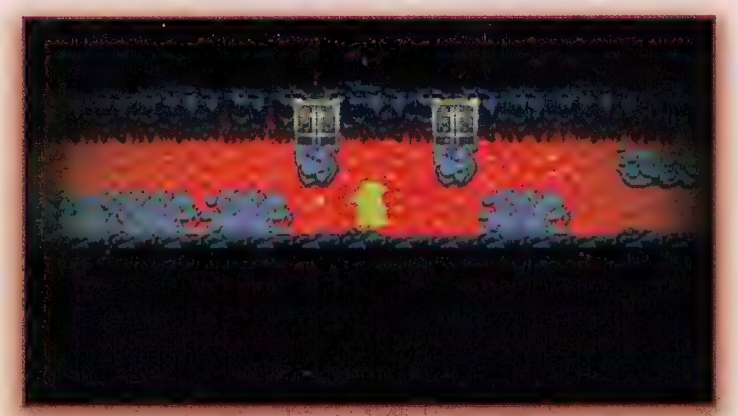
Another potential threat, the rare Red Dragon, has no weakness and it sports the highest attack rating in Mt. Gulg. When fighting these beasts, use Haste-enhanced fighters. Pyrolisks lack the statistical power of the Red Dragons, but their Gaze attack can drop a foe in one hit. Don't waste Blizzara; with only 44 HP, even Thundara can clear the field of these fragile foes.



The most common enemy in the volcano is the Horned Devil. These bothersome creatures are resistant to Ice, so use physical attacks to dispose of them.

Mt. Gulg, B1

Don't waste much time trying to find a way around the lava in Mt. Gulg, because there isn't one. Your party will lose 1 HP with each step it takes on the lava, however, no enemies will attack while this is going on. As bizarre as it sounds, if you're low on health and running for the exit, the best strategy is to stay knee-deep in boiling magma whenever possible.



Mt. Gulg, B2

The stairs down to B3 are across the lava to the west of the entrance. If you don't need gil or EXP, you can proceed in that direction but you should still make a quick foray to the Great Sword. There aren't any "special" treasures to find in this area, but it's worth the time to raid the 18 chests on this floor. Not only will your party gain plenty of gil and other goodies, but they will also earn plenty of EXP from defeating the powerful guardians protecting the chests.

The shortest route is to head west from the stairs and go through the second door to the west. Carefully navigate the winding passages, hitting the chests in order of their appearance. The chests are protected by encounter points. When triggered, it forces a battle against one or two Fire Elementals. To defeat them, try using Blizzard or Blizzara.

A keen item of interest on this floor is the **Great Sword**, which is unavailable anywhere else in the game. Its attack power is slightly weaker than the Mythril Sword (by 2 points), but it is more accurate (5 points). It inflicts additional damage against Giant-class enemies, like Gigas and Ogres.

Head to the top of the cave, then proceed to the west. There are two chests with a total of **1445 gil** between them, although they are protected by another Fire Elemental encounter point. Continue south to find the large room with the other chests. There's an encounter point near the entrance, but only one encounter point inside the actual room. That encounter point is located at the spot where the party is surrounded by chests on six sides. This time, though, the enemy is the feisty Lava Worm. This powerful foe deals more damage than the Fire Elementals, so use Blizzard to defeat it within a turn or two. The chests contain gil, Mythril armaments, and basic supplies. Check out the maps for the contents of the other chests.

Mt. Gulg, B3-A, B4-A, B3-B

Head east through the lava filled corridor of B3-A, then travel southeast in the small segment of B4 that follows. Locate the staircase in that corner and follow it up to a new portion of the third floor (B3-B). This area is equally barren (there are no chests on B3), but it's larger and much easier to get lost while traveling to the staircase in the southwest corner. There's still plenty of lava here, so keep an eye on your party's HP.

Mt. Gulg, B4-B

The staircase leads to a rather interesting area of B4-B—a place with 15 chests. One of the better items you'll find is the powerful **Ice Brand**, which is extremely useful in these lava filled areas. Don't forget to find the **Flame Shield**, too.

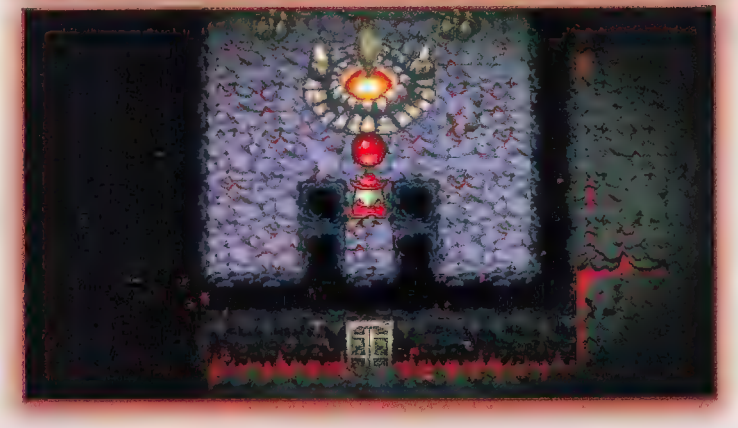
Pick up both major items, as well as a nice chunk of gil, in the room at the west end of the hall. A lone Lava Worm encounter spot guards these chests. Continue southeast from there to pass a room with a single chest (containing **1760 gil**) and another room with two chests (a paltry **155 gil**, and a Lava Worm to boot!) at a fork in the road. The east path leads to a room with three more chests. One of them is a duplicate of the Ice Brand chest (it may be empty if you have one already), while the others contain **2000 gil** and a **Cottage**.

Follow the south fork to reach the stairs that lead to the next level. Look for a room with two chests (**1250 gil** and a **Staff**), guarded by a Fire Lizard encounter point.

Mt. Gulg, B5

This large area is surprisingly devoid of goodies. The three chests in the east, northeast, and southeast corners all contain the same **Gold Needle** (it won't be there if you grabbed it on B4-B). In effect, this means that only the chest to the west is considered "new." The chest contains the **Flame Mail**; save this armor for a dungeon that you'll visit in the near future. Unfortunately, encounter points with a Fire Lizard and a Red Dragon block the way. Both foes use Fire-type magic spells to decimate the party, so use NulBlaze if it's available. If not, hit them hard to quickly cut through their health.

The room in the southwest corner holds the Fire Crystal. Any attempt to touch this crystal awakens Marilith. After defeating the fiend, use the portal that appears behind the crystal to return to the world map.



MARILITH

HP	ATK	DEF
1440	40	50
MDEF	GIL	EXP
183	3000	2475
WEAK		
Paralysis, Darkness, Sleep, Silence, Confusion, Mind		

Marilith's damage spells are all fire-based and her physical attacks can connect multiple times. Use a combination of NulBlaze and Slow to reduce the amount of damage she can cause. Marilith can also cast Dark and Bind. Have your Red and Black Mages use their spells to cast Slow on Marilith and Haste on everyone capable of dealing physical damage since it is the key to winning this fight. Have your healers keep the fighters healthy, and let the others concentrate on depleting Marilith's health. If you're feeling especially lucky, try casting Hold or Stun on Marilith for an advantage. While it may not connect, it does work on occasion. If you picked up the Confuse spell back in Elfheim, use it; Marilith is weak against it and it can quickly turn the tide of battle in your favor if it connects.

Hellfire Chasm Available

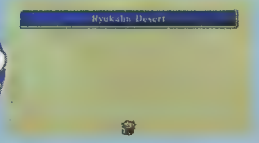
Defeating Marilith opens the portal to Hellfire Chasm. The party can't visit the island where the chasm exists yet, but that may change soon enough...

The Water Crystal

Cavern of Ice

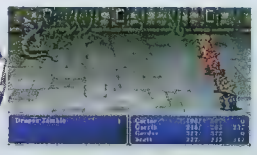
Objectives

Retrieve the Levistone from the Cavern of Ice, north of Mt. Gulg.

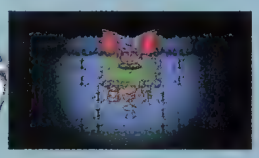


Sail south to the Ryukahn Desert.

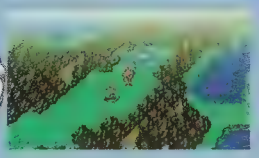
Travel to the Citadel and hand over the Crown.



Battle the Dragon Zombies for the Rat's Tail.

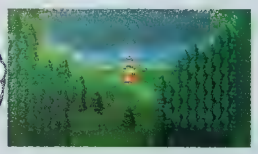


Deliver the Rat's Tail to Bahamut.

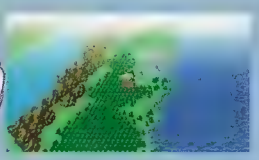


Fly to Gaia in the northeast.

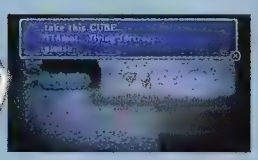
Purchase the Faerie's Bottle at the Caravan.



Release the Faerie at the pond in Gaia.

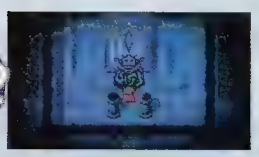


Travel across the river to Onrac.



Plunder the Warp Cube from the Waterfall Cave.

Retrieve the Rosetta Stone from the Sunken Shrine.



Defeat the Water Fiend, Kraken, in the Shrine's lowest floor.

Airship
Flame Sword
Ice Armor
Ice Shield
Levistone
Mythril Gloves
Ether
Clothes
Sleeping Bag

B
C
Flame Sword
Clothes
C
F
D
EVIL EYE
D
Ice Armor
Mythril Gloves
E
A
B
180 gil
5454 gil
7900 gil
9900 gil
12,350 gil
5000 gil

Cavern of Ice Encounters

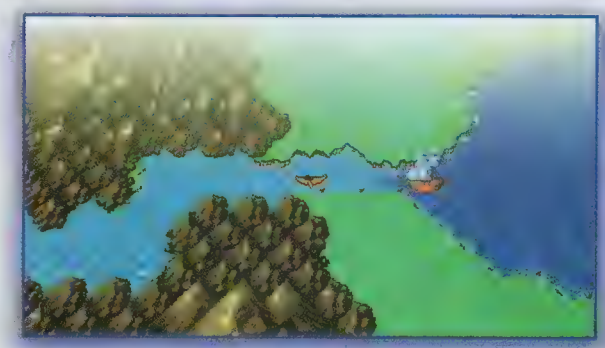
NAME	HP	ATK	DEF	MAG	WEAK	GIL	EXP
Bloodbones	144	26	12	76	Fire, Dia	378	378
Cockatrice	50	1	4	47	–	200	186
Dark Wizard	105	26	40	170	–	1095	1095
Ghast	56	8	10	40	Fire, Dia	117	117
Ice Gigas	336	60	16	150	Fire	1752	1752
Mindflayer	112	1	12	187	–	999	822
Mummy	80	30	20	60	Fire, Dia	300	300
Piscodemon	84	30	16	98	–	300	276
Remorazz	320	73	24	185	–	1000	2244
Specter	114	40	12	67	Fire, Dia	432	432
White Dragon	200	53	8	196	Lightning, Fire	2000	1701
Wight	52	20	12	45	Fire, Dia	150	150
Winter Wolf	92	25	0	55	Fire	200	402
Wraith	86	22	4	52	Fire, Dia	231	231

There are three enemy types in the Cavern of Ice: Undead, Ice beasts, and Magicians. Standard tactics for slaying Undead foes work fine against the Mummies, Wraiths, Specters and others, so use Diaga if you have a White Mage, and Fira and Firaga if you don't. You may want to use both against Mummies and Specters, just in case one of the casters ends up paralyzed or asleep.

Ice enemies include White Dragons, Ice Gigas, and Winter Wolves. All three, predictably, are vulnerable to Fire. Have a Warrior equip the Flame Sword as soon as it is available and have Black and Red Mages use lower-level Fire spells (save the best stuff for the Magicians). Ice Gigas and White Dragons both have fairly strong magic resistance stats, so it takes a combination of strong physical attacks and Fire-type spells to take them out before they can start wreaking havoc with an Icestorm.

The Mindflayers are perhaps the most dangerous foes. Piscodemons aren't so bad, but Dark Wizards and Mindflayers have interesting spells like Trance (which can paralyze the entire party), Reaper, Firaga and Thundaga. As a bonus, any physical attack a Mindflayer lands may result in an instant kill. Magicians only have 112 HP (Dark Wizards have 105), so killing them quickly is the way to go. Have all of your offensive spell casters use their best spells (neither foe has any particular weaknesses or resistances, but both are generally resistant to Magic) while the offensive line targets them individually to cause more damage.

The Search for the Levistone



The goal is to go to the Cavern of Ice and retrieve the Levistone, which is a Key Item that leads to the Airship. Heal up and restock on any necessary items at Crescent Lake, then return to the ship. Sail to the north until you find another port. You can leave the ship at the dock, or take it straight to the mouth of the river and hop into the Canoe.

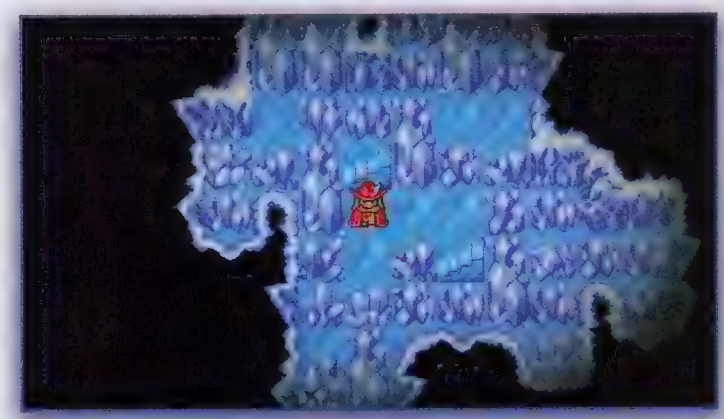
There are many dead ends in this segment of the river, so follow the mountains to the right and head north to get through the first part. At this point, there are two paths: an upper and a lower path, both of which lead to the west. Follow the lower path heading west to find a small, grassy area with the entrance to the Cavern of Ice.

Cavern of Ice, B1-B3

You can't access all of the good stuff in B1 without taking the long way around, so head straight to the staircase. Go east or south in B2, but note that both paths are the same length and lead to the same place—the staircase that leads down to B3.

Cavern of Ice, B3-B4

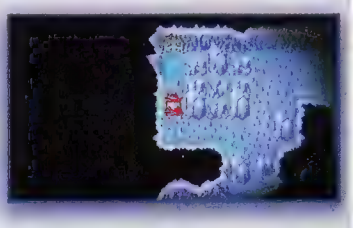
Take the other staircase in B3 to find a much more interesting area of B2. Circle around to the large room, then take a good look around before looting the chests. The **Levistone** is between the two chests, but watch out for the tiny cracks. If you step on one, the party will drop through the floor to B4. This is a place you must eventually visit, but if you want to pick up the treasure on the left first (the **Flame Sword**), go around the cracks and get it from above. Plunder the chest on the right using a similar method to acquire **Clothes**. Alas, there is no way to get to the Levistone at this point, so step on a crack to proceed.



Cavern of Ice, B4

There's an encounter point in the middle of the room, so prepare for a fight against a legion of Undead Specters. Beyond the door, there are chunks of blue ice on the ground. These chunks function like the lava in Mt. Gulg: they cause 1 HP of damage to each party member with each step. Once on the ice chunks, however, the party is free of enemy encounters.

Cross the blue ice to the west to reach a room with two chests (**Mythril Gloves** and **Ice Armor**) guarded by a White Dragon encounter point. The dragon has 200 HP and it is vulnerable to Fire and Thunder. If you haven't completed Mt. Gulg yet, the **Ice Armor** will come in handy. Besides its resistance to Fire, its stats are identical to the Flame Armor.



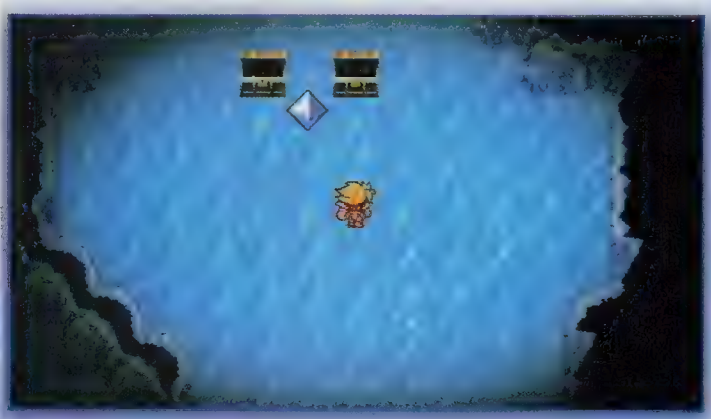
To proceed, cross the blue ice to the south, then cut east while still on the ice to prevent the party from getting stuck at a dead end. There is a treasure room with six chests directly south of the ice patch's exit. Plunder these chests to acquire **30,000 gil**! Surely that's worth a fight with a pack of Winter Wolves. From the treasure room, follow the south wall to the east to end up at the stairs.

Cavern of Ice, B1

The stairs bypass two entire floors and lead directly to the section of B1 that was previously unreachable. The chest right outside the stairwell contains an **Ether**, but the unguarded chest in the small room on the way out contains a respectable **10,000 gil**.

Before entering the room to the east, take a moment to assess the state of your party. The stairs in the northeast corner lead back outside, so make sure your party is in top fighting condition. If you go outside to use a Cottage, the party re-enters the area back at the original entrance. This means you must travel through the dungeon again.

If your party is in good shape (and you don't need to use a Cottage), then head into the room to the west to find **9500 gil**, a **Sleeping Bag**, and an **Ice Shield**. Next, step on the crack to go back down to B2. This action causes the party to land near the Levistone. As the party approaches it, a battle against Evil Eye ensues.



EVIL EYE

HP	ATK	DEF	MDEF
162	30	30	92
GIL			
3225			
EXP			
3225			
WEAK			
-			

The bad news: Evil Eye knows every nasty spell in the game (including Doom). The good news: This boss only has 162 HP. Hit it with the party's strongest standard attacks and most powerful spells. An efficient use of attacks and spells will eliminate the Evil Eye within a round or two before it can take down too many party members.

Getting the Airship

Grab the **Levistone**, then jump down a crack to either side (going south leads to another Evil Eye encounter). Work through B4 to reach the staircase in Level B1, then ride the river back to the ship.

Go south of Crescent Lake to a point where the sea meets up with a river near a patch of desert. Hop into the Canoe briefly, then quickly step to the west to reach dry land. Walk around the mountains to reach the desert.

Walk into the desert to make the **Airship** rise out of the sand. The world is now at your fingertips! You can make your first priority the long awaited Class Change, or you can make a pit stop at the town of Gaia first. There is a new spell to purchase (Blizzaga for Black Mages is the only one that doesn't require a Class Change) and some pricey new armor.

THE CITADEL OF TRIALS

Encounters Outside the Citadel

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Basilisk	196	30	20	91	–	658	1977
Hydra	212	30	14	116	–	150	915
Lesser Tiger	132	22	8	85	–	108	438
Ochu	208	20	24	116	Lightning	102	1224
Sabertooth	200	24	8	106	–	500	843
Sand Worm	200	46	14	103	–	900	2683
Sphinx	228	23	12	115	–	1160	1160
Weretiger	160	30	16	93	–	780	780
Wyrm	260	40	22	131	–	502	1218

If you take the Airship, expect a number of battles on the long walk to the Citadel. Most of these encounters are against Weretigers (a poisonous foe) and Sabertooths. Rarer but more dangerous new foes include the Sand Worm (kill it quickly before it can use Quake), the Basilisk (bring plenty of Gold Needles), and the Wyrm.

Encounters Inside the Citadel

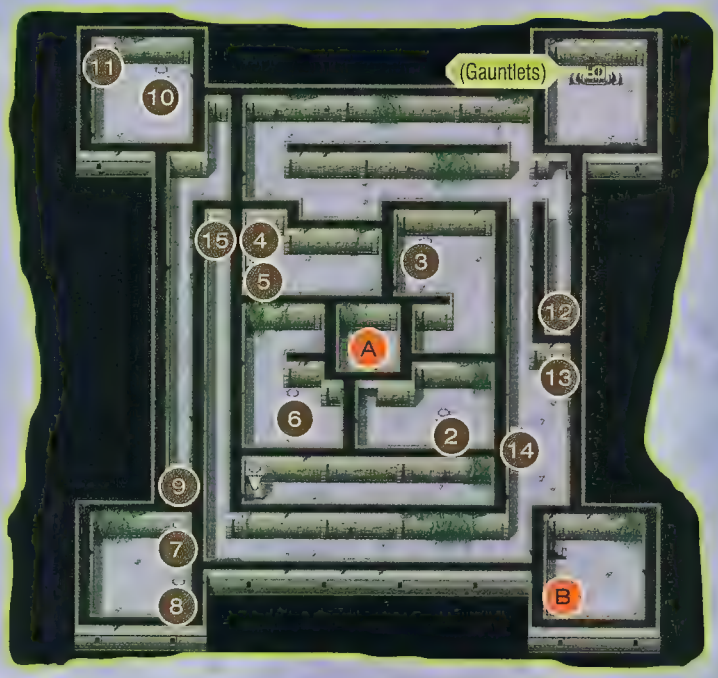
NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Clay Golem	176	64	7	93	–	800	1257
Dragon Zombie	268	56	30	135	Fire, Dia	999	2331
Horned Devil	94	10	32	157	–	387	387
King Mummy	188	43	24	95	Fire, Dia	1000	984
Medusa	68	20	10	55	–	699	699
Mindflayer	112	1	12	187	–	999	822
Mummy	80	30	20	60	Fire, Dia	300	300
Minotaur Zombie	224	40	14	116	Fire, Dia	1050	1050
Nightmare	200	30	24	100	Ice	700	1272
Rakshasa	110	20	30	62	–	800	603

New Undead creatures in the Citadel include King Mummies, Zombie Dragons, and Minotaur Zombies. All of these foes are vulnerable to Fire and Dia-type spells, so they shouldn't cause too much trouble.

Clay Golems and Rakshasas are resistant to almost everything, so rely on physical attacks to dispose of them. Nightmares are weak against Ice, but may not even be worth your casters' time, since the worst they can do is cast Darkness on your party. Go ahead and break out some offensive magic against the Medusas, as they can turn your party to stone. With only 68 HP, use a high-level spell of any type to wipe them out.

THE CITADEL OF TRIALS

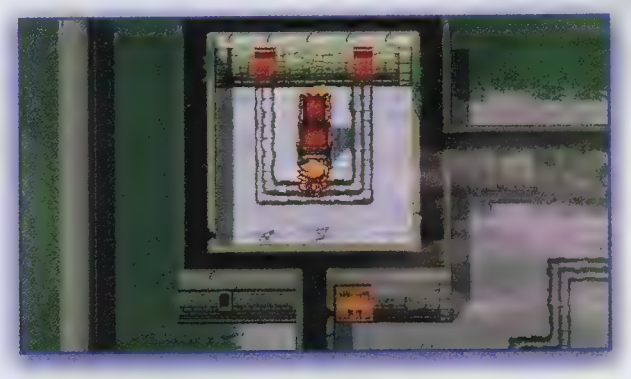
Item Found
Cottage
Gauntlets
Healing Staff
Ice Brand
Rat's Tail
Ruby Armlet
Steel Gloves



The Citadel of Trials is in the north-central part of the map, on the western edge of the bird-shaped northeast continent. There are two ways to get there: fly the Airship to the tip of the peninsula to the north of the Castle and walk from the small patch of grass, or sail the ship to the mouth of the river northeast of the castle and switch to the Canoe. The ship/Canoe route involves less walking, but sailing back and forth when you have a new Airship isn't much fun!

The Citadel, 1F

Present the Crown to the elderly man on the first floor and he reveals the goal of the challenge. There's not much to see here, so head to the northwest, open the door, and touch the throne. Doing so warps the party to the confusing second floor.

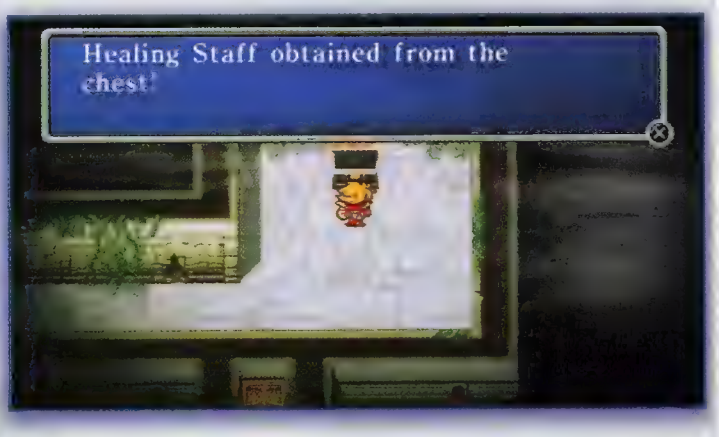


The Citadel, 2F

There are 15 warps here. To reach the staircase, you must follow a specific order. Fortunately, the warps seem to reset the counter of steps between enemies, so as long as you continue to warp, there's little need to worry about combat. The correct order is 1-2-3-5-6-8-9-10-14. After you hit warp 10, stop inside the room in the northeast to find this floor's lone treasure chest. Defeat the Clay Golems at the encounter point directly in front of it, then open the chest to find the **Gauntlets**. If you miss the Gauntlets here, they will appear again on the next level.

The Citadel, 3F

After using the final warp, the party ends up on the third floor. The route to the ultimate prize is a simple loop, but many powerful enemies wait along the way. This room has lots of chests, but only one encounter point. There are several Nightmares positioned inside the door to the north of the warp point. Expect to fight them again if you want to get that first chest, but it's well worth it. The **Healing Staff** is a must-have item. After that, get the **Ruby Armlet**, another **Ice Brand**, and **Steel Gloves** from the next set of chests. Finally, don't forget the **Cottage** and **8795 gil** from the chests in the southwest.



Using Combat Items

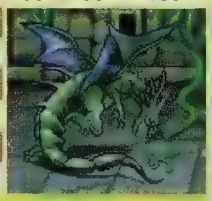
Heal the entire party before approaching the treasure chest near the throne. Collect the **Rat's Tail**, then prepare for an encounter point directly in front of the throne. After defeating the Dragon Zombies, touch the throne to warp back to the entrance.

DRAGON ZOMBIE

Hit the Dragon Zombies with Dia-type and Fire-type spells. Let your Warriors hack away with the Flame Sword and these foes will become toast in no time at all. Still have plenty of health and spells left? Back up and hit the encounter point again! Dragon Zombies are worth 2331 EXP a pop.

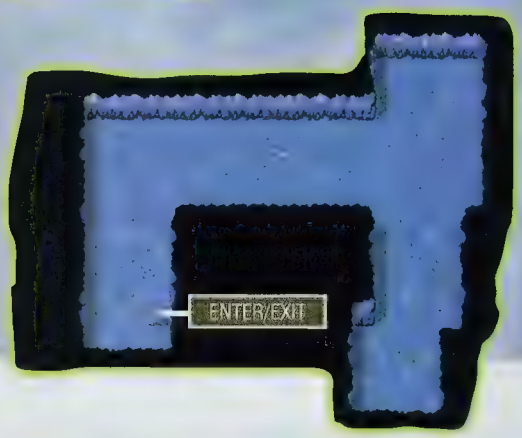
HP	ATK	DEF	MDEF
268	56	30	135

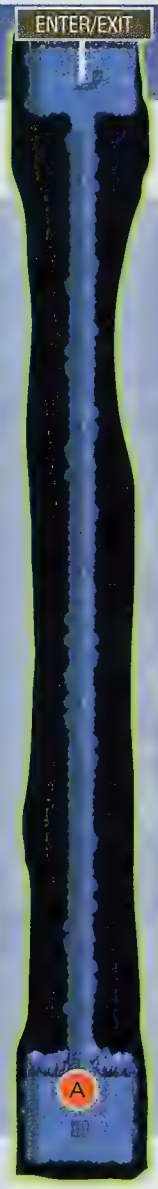
GIL	EXP	WEAK
999	2331	Fire, Dia

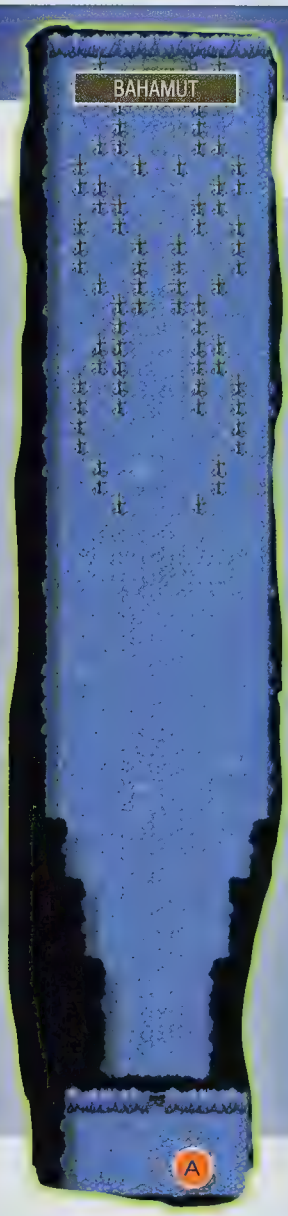


DRAGON CAVES

- Tent
- Dry Ether
- Gold Needle
- Cottage
- Elixir
- X-Potion



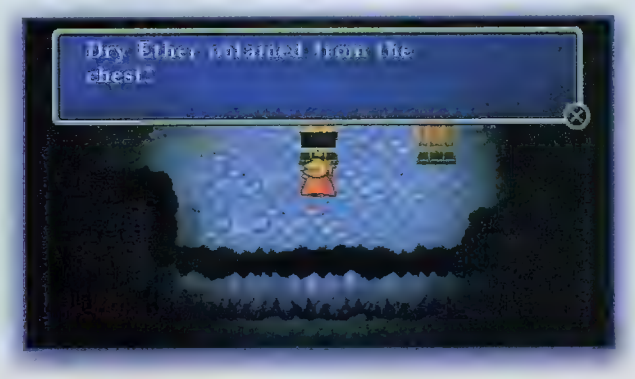




Introducing Bahamut

All that's left to do is take the Rat's Tail to Bahamut (yes, that Bahamut!) and receive your reward. Find him in the Dragon Caves, located on the chain of islands just southwest of the Citadel of Trials. The name sounds menacing, but all the dragons in the Dragon Caves are friendly and there are no random encounters.

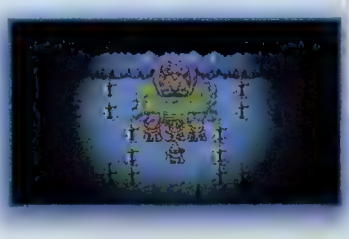
There are six entrances to the Dragon Caves (the seventh hole leads to Hellfire Chasm) and each entrance leads to a different area. If you want to plunder all of the chests and talk to all of the Dragons, you must use each entrance. If you're not interested in that, go into the furthest east cave to get the loot (nearly **20,000 gil**) and enter the southeast cave on the island with two caves to see Bahamut.



Class Change Time

After the class promotions, celebrate by flying around the world to pick up new spells and items.

- Knights can use White Magic up to level 3. Ninjas can use Black Magic up to level 4. Return to the game's first few towns to buy the spells.
- Ninjas and Red Wizards can equip better weapons and defensive items.
- Return to Melmond to buy Teleport for your Black Wizards.
- Return to Crescent Lake to buy Exit for your White Wizards.
- Purchase the following for Red Wizards: Vox in Elfheim; Life, Teleport, and Scourge in Melmond; and Invisira, Protera, Exit, and Thundaga in Crescent Lake.



THE TOWN OF GAIA

Items Found
Faerie's Bottle
Oxyale

Shop Data

Sanctuary	750 gil
Inn	500 gil

Weapon Shop

Item	Cost	ATK	ACC	Class
Cat Claws	52,000 gil	+22	+35	

Armor Shop

Item	Cost	DEF	EVA	Class
Ruby Armlet	40,000 gil	+24	-1	
Protect Ring	16,000 gil	+8	-1	

Item Shop

Item	Cost
Hi-Potion	150 gil
Ether	150 gil
Phoenix Down	500 gil
Tent	160 gil
Cottage	2000 gil

White Magic, Level 7

Spell	Cost	Class
Curaja	30,000 gil	
Diaja	30,000 gil	

Black Magic, Level 7

Spell	Cost	Class
Blizzaga	30,000 gil	
Break	30,000 gil	

White Magic, Level 8

Spell	Cost	Class
Stona	40,000 gil	
Exit	40,000 gil	
Stona	40,000 gil	

Black Magic, Level 8

Spell	Cost	Class
Thundaga	40,000 gil	
Death	40,000 gil	
Stona	40,000 gil	

SHOPPING RECOMMENDATIONS

Equipment and Items

There's only one weapon for sale here—the Cat Claws. For Black Wizards, this is the best weapon in the game. However, it's overpriced for any other class types. Still, it's difficult to justify such a price, especially when the armor here is so much more useful.

The Protect Ring has the additional property of protecting its wearer from instant-death attacks, so grab at least one for your party's designated healer. Consider buying Ruby Armlets, a great piece of light armor, for your non-fighters.

Spells

There are only two level 7 spells of each type sold in Gaia, while the other two are sold at Onrac. Both level 7 spells are good for White Wizards, so don't worry about leaving slots open. Pick up Blizzaga for Black Wizards and Break if you have the extra gil.

The missing level 8 spells are sold at Lufenia, so save a spot for each. For now, consider Holy and NulAll for your White Wizards. For Black Mages, it's a toss-up. Stop paralyzes all enemies. Warp is a more powerful Quake (but no longer ground-based), while Kill has the potential for an instant-kill versus most non-bosses. Whatever you choose, leave an open slot for Flare. Lastly, purchase Blizzaga for Red Wizards since it's the last Black Magic spell they can learn.

Caravan/Onrac Area Encounters

NAME	HP	ATK	DEF	MDF	WEAK	GIL	EXP
Baretta	256	60	38	130	–	300	1428
Desert Baretta	352	98	48	156	–	1	2610
Hellhound	192	30	8	103	Ice	600	1182
Ice Gigas	336	60	16	150	Fire	1752	1752
Lesser Tiger	132	22	8	85	–	108	438
Ochu	208	20	24	116	Lightning	102	1224
Ogre Mage	144	23	10	80	–	723	723
Remorazz	320	73	24	185	–	1000	2244
Sabertooth	200	24	8	106	–	500	843
Troll	184	24	12	100	Fire	621	621
Sphinx	228	23	12	115	–	1160	1160
Wyrm	260	40	22	131	–	502	1218
Wyvern	212	30	12	115	–	50	1173

There are a handful of new enemies in this area, most of which won't be a threat to a mid-level party. Barettas and Desert Barettas have plenty of HP, high defense, and devastating attack scores.

The Town of Gaia

Gaia, the eye of the bird-shaped northeast continent, is the most accessible town in the north. Although this venture serves mainly as a shopping trip, listen closely to what the villagers have to say about the missing Faerie. Its safe recovery is the next objective. Recovering the Faerie costs 40,000 gil, so shop accordingly.

Hunt for the Caravan

The missing Faerie is hidden in the Caravan in the desert at the center of the northwest continent. It's not visible on the map, but the Onrac villagers point to the small patch of desert to the west of a small grove of trees. Park the Airship at the patch of grass just southeast of the desert and march over to the designated location.

Buy Back the Faerie

The only item initially for sale at the Caravan is the **Faerie's Bottle** for 40,000 gil. If you're short on cash, don't waste any time since the enemies don't drop much gil. Instead, infiltrate the Waterfall Cavern where the enemies drop more gil and there's 25,000 gil to plunder from the treasure chests.

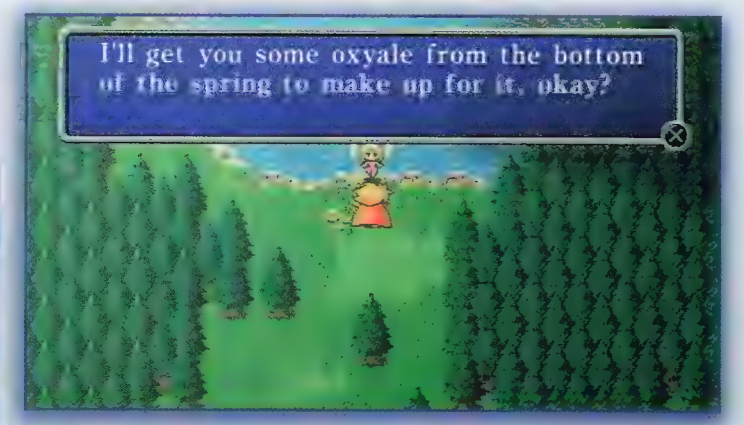
On return visits to the Caravan, the shop's inventory changes to items that temporarily raise a character's stats. These items are usable only during combat.

Tonic Shop

ITEM	COST	EFFECT
Giant's Tonic	1500 gil	Temporarily raises max HP.
Faerie Tonic	1500 gil	Temporarily raises max MP.
Strength Tonic	1000 gil	Temporarily raises attack.
Protect Drink	1000 gil	Temporarily raises defense.
Speed Drink	1000 gil	Temporarily raises agility.

Return to Gaia

Take the Bottled Faerie back to Gaia and visit the Faerie pond in the northeast section of town. The Faerie retrieves a bottle filled with **Oxyale**, which allows the party to breathe underwater.



THE TOWN OF ONRAC

Shop Data

Sanctuary	750 gil
Inn	300 gil

Item Shop

ITEM	COST
Hi-Potion	150 gil
Ether	150 gil
Remedy	1500 gil
Cottage	2000 gil
Gold Needle	500 gil

White Magic, Level 7

SPELL	COST	CLASS
NulDeath	30,000 gil	
Healaga	30,000 gil	

Black Magic, Level 7

SPELL	COST	CLASS
Saber	30,000 gil	
Blind	30,000 gil	

SHOPPING RECOMMENDATIONS

Spells

There are no armaments for sale, just a couple of spells. White Wizards may find some use for Healaga, but NulDeath (which protects against instant-death effects) doesn't really comes in that handy, especially with all of the Ribbons and Protect Rings floating around. NulDeath will serve as a decent option for Red Wizards, though.

Black Wizards can chose between the mediocre Saber, which raises combat stats to near fighter levels, but it can't be used on any other character. There's also Blind, which can only affect one enemy.

Waterfall Cavern Encounters

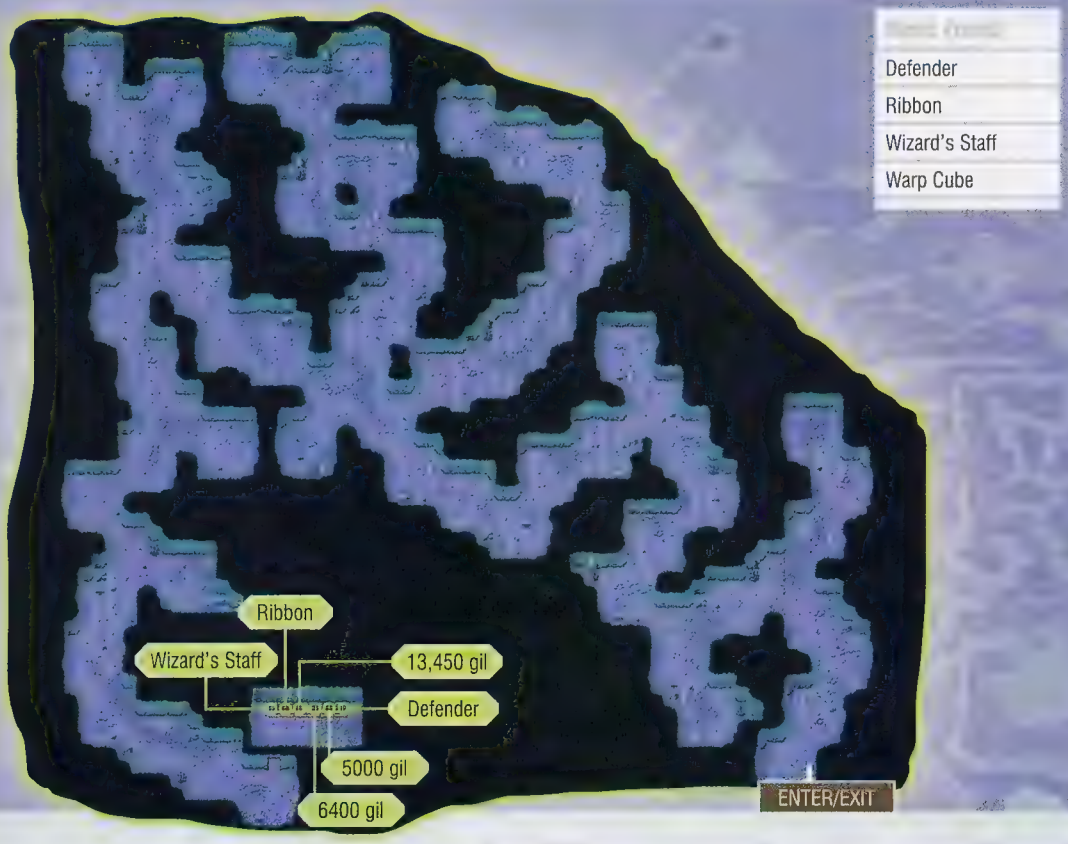
NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Clay Golem	176	64	7	93	–	800	1257
Cockatrice	50	1	4	47	–	200	186
Green Dragon	352	72	16	200	Ice	5000	4068
King Mummy	188	43	24	95	Fire, Dia	1000	984
Mummy	80	30	20	60	Fire, Dia	300	300
Nightmare	200	30	24	100	Ice	700	1272
Pyrolisk	44	20	40	45	Ice	500	423

With one exception, you've seen all of these enemies in previous dungeons. That one exception is the Green Dragon, a rare monster that is no pushover. It has high magic resistance, but Ice spells can still cause a little damage. This foe lacks physical defense, but it has 352 HP and can dish out damage. Think about using a Haste spell to finish things quickly.

Onrac

Fly back to the same parking spot southeast of the desert, the one used previously to reach the Caravan. From there, travel across the river and walk a short distance to Onrac. Purchase a few spells and listen for gossip about the Sunken Shrine and the nearby Waterfall Cavern.

THE WATERFALL CAVERN



Steer the Canoe upriver, directly into the waterfall northwest of town. This is a simple cave; all of the branches lead absolutely nowhere and everything of any value is in the same spot. To get there, just hug the left wall from the entrance to reach a room with six chests, a random encounter spot, and a robot.

The treasures include the **Wizard's Staff**, **Ribbon**, and **Defender**. The Wizard's Staff and Defender are combat items that cast Confuse and Blink, respectively. The Ribbon, a *Final Fantasy* classic, protects its wearer from all status effects. Lastly, don't forget to talk to the Robot to acquire the **Warp Cube**, a Key Item you will need later.

THE SUNKEN SHRINE

Antidote
Diamond Armlet
Diamond Armor
Diamond Gloves
Diamond Helm
Diamond Shield
Giant's Gloves
Light Axe (x2)
Mage's Staff
Ribbon
Rosetta Stone

F
E
9900 gil
I
Ribbon
Light Axe
7340 gil
2750 gil
E
H
Giant's Glove
7690 gil
8135 gil
385 gil
5450 gil
D
110 gil
G
F
450 gil
G
KRAKEN
H
I

Sunken Shrine Encounters

NAME	HP	MP	AT	DEF	WEAK	GIL	EXP
Cockatrice	50	1	4	47	–	200	186
Deepeyes	304	30	16	156	Lightning	3591	3591
Ghost	180	93	30	85	Fire, Dia	990	990
King Mummy	188	43	24	95	Fire, Dia	1000	984
Mummy	80	30	20	60	Fire, Dia	300	300
Pyrolisk	44	20	40	45	Ice	500	423
Sahagin Chief	64	15	8	46	Lightning	105	105
Sahagin Prince	204	24	20	101	Lightning	882	822
Sea Scorpion	148	35	18	85	Lightning	300	639
Sea Snake	224	35	12	116	Lightning	600	957
Sea Troll	216	40	20	110	Lightning	852	852
Shark	120	22	0	70	Lightning	66	267
Water Elemental	300	69	20	130	Ice	800	1962
Water Naga	356	9	8	116	Lightning	2355	2355
White Shark	344	50	8	170	Lightning	600	2361

None of the commonly encountered Sunken Shrine enemies are particularly deadly, but they attack relentlessly in large groups, making this dungeon a painful ordeal. New foes include Sea Trolls, Sea Scorpions, Deepeyes, Sea Snakes, various Sahagin, White Sharks, Water Nagas, and Water Elementals.

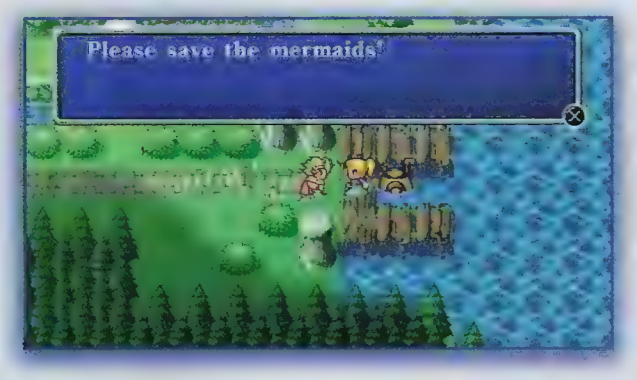
Virtually everything here is vulnerable to Lightning, so utilize a lone Red or Black Wizard and have another party member use the Gauntlets. On the other hand, the Water Elementals are vulnerable to Ice—not Lightning—and the Ghosts and Mummies are vulnerable to typical Undead weaknesses.

The most dangerous foes are the White Sharks, which have 344 HP and an attack rating of 50. The Sahagin Princes come in a close second, so have your offensive line target them and leave the weaker Sahagin Chiefs to the spell casters' electrical assault.

The Makeshift Submarine

Bring the Oxyale to the girl in the southeast corner of Onrac. Upon doing so, she hands over her submarine. It leads directly to the Sunken Shrine, a large underwater dungeon.

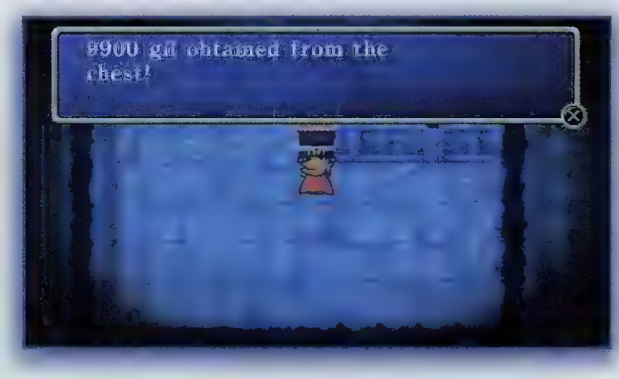
There are two different objectives here: recover the Rosetta Stone from the top level of the shrine, or defeat the Water Fiend, Kraken, at the bottom of the shrine. You can do the quests in any order, but it makes sense to get the Rosetta Stone first so the party can benefit from the items and EXP acquired along the way prior to the battle with the Water Fiend.



Rosetta Stone 1—Sunken Shrine, 3F

The submarine drops off the party on the third floor. There are stairs leading both up and down. The Rosetta Stone is on the shrine's top floor, so take the staircase in the northeast that leads up.

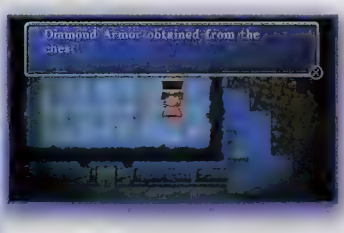
The third floor of the Sunken Shrine is full of empty rooms. There are only two treasure chests, both of which contain gil. The chest in the room south of the down staircase (in the northwest) is the only one that contains a substantial amount of money, **9900 gil.**

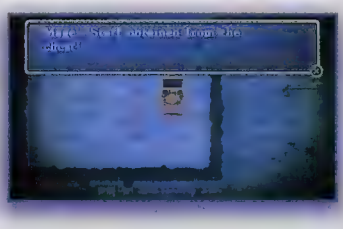


Rosetta Stone 2—Sunken Shrine, 4F

The down staircase leads to 4F, where the treasure starts getting good. The first room is empty, but every other room contains a chest. Note that all of the chests are well worth the trouble. The **Diamond Armor**, a nice upgrade for a Knight, is inside the north room.

The large room directly south of that, in the center of this floor, contains only **20 gil**. A much better treasure waits in the room in the southwest corner: a **Light Axe**. As a weapon it's somewhat unimpressive, but any character can use it in combat to cast Diara. Continue east and stop in the next room to collect a **Mage's Staff**, a combat ability weapon that can cast Fira. The final room (further west) has a chest with **12,350 gil**. The staircase leading down is located just outside this room.



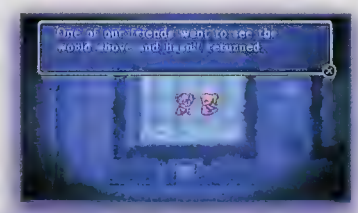


Rosetta Stone 3—Mermaid City

The stairs lead to 5F, a floor that is free of enemies but full of treasure. Each room contains a mermaid that will reveal information, plus most of the rooms have treasure chests.

The treasure tally includes: the **Diamond Armlet**, **Diamond Shield**, and over **30,000 gil**. The Rosetta Stone is in the northwest corner of the map. Take the path that looks like it may lead off-screen; in fact, it leads to the path in the northeast corner, where you can access the last room. Open the chests to get the **Diamond Helm**, **Diamond Gauntlet**, and **Rosetta Stone**.

Take the stairs back up to the submarine, or use the Exit spell to teleport out. Heal your party and buy supplies in Onrac before revisiting the Sunken Shrine to battle the Water Fiend.



Water Fiend 1—Sunken Shrine, 3F

Take the submarine back to 3F, then head to the down staircase in the northwest. This leads to the east side of 2F, a large floor that has eroded into two separate areas. There's no treasure on one side, so head directly north to another staircase (this one leads up). This staircase leads to the tiny area of 3F (and to the stairs that lead to 4F). Area 3F has no features except for a staircase down to 3F. There are two chests in 3F and they each contain **560 gil**. Go through the door in the south and head down the stairs to the west side of 2F.

Water Fiend 2—Sunken Shrine, 2F

This side of 2F is rich in treasure. The two chests in the room directly south of the entry area contain over **15,000 gil**. They're guarded by the Sea Shrine's first encounter spot, a fight against several Water Elementals.

Travel to the room in the west, where you'll find more gil and the invaluable **Giant's Gloves**. The loot is guarded by two encounter spots: more Water Elementals and some Sea Scorpions. From that room, head north to a room with a single chest. Battle more Sea Trolls/Snakes/Scorpions in the spot in front of the chest, then open the chest to reveal another **Light Axe**.

Head directly west from that room to reach the final treasure room. You must defeat an encounter of mixed Sahagin and White Sharks, a small price to pay to get another **Ribbon** and **20,000 gil**. The staircase is just northwest of that room.

Using Combat Items II

Water Fiend 3—Sunken Shrine, 1F

The Sunken Shrine's final floor is completely devoid of treasure, so don't stray from the direct path. First, proceed in a westerly direction from the stairs. Go north when the path dead-ends, go west across a short bridge, then south through a narrow corridor. This path leads around a corner to a door. Go through the door, pass three pools of water, turn to the west, and exit the room via the south door in a small alcove. Follow the corridor around and up to another door; this one leads to the Water Fiend's lair. Heal your party before tackling the Fiend of Water. If any character is using a Flame Sword, swap it out as Kraken is resistant to Fire.

KRAKEN

HP	ATK	DEF
1800	50	60
MDEF	GIL	EXP
160	5000	4245
WEAK		
Lightning		

Kraken's defense is so high that your best fighters will barely cause double-digit damage, so power them up as soon as possible. Have your Black Wizards cast Haste, and let the Warriors use **Giant's Gloves**. Do this for each member of the offensive line, turn by turn, and they will soon cause a decent amount of damage.

Kraken's attacks are all physical (his Ink attack can blind the party, an effect that you can ignore), so Protera and/or Invisira are fantastic during this fight. Have White or Red Wizards cast them a few times in the first few turns to erase the threat of an instant kill by damage. Kraken is vulnerable to Lightning, so let your Black Wizards hit him with Thundaga. Have any idle party members chip away at him by using the Gauntlets.

Lifespring Grotto Available

Defeating the Kraken opens the portal to Lifespring Grotto, a bonus dungeon covered later in this guide.

The Wind Crystal

Lufenia

Shop Data

White Magic, Level 8

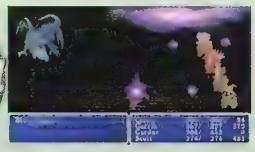
SPELL	COST	CLASS
Full-Life	40,000 gil	

Black Magic, Level 8

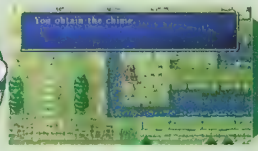
SPELL	COST	CLASS
Flare	40,000 gil	

Objectives

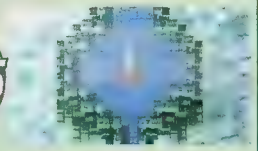
Take the Rosetta Stone to Dr. Unne in Melmond.



Fight the Blue Dragon on the third floor.

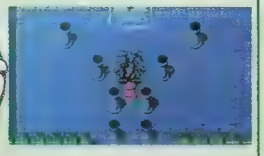


Acquire the Chime from a Lufenian elder.



Use the Warp Cube to reach the Flying Fortress.

Travel to the Mirage Tower.



Battle Tiamat on the top floor of the fortress.

SHOPPING RECOMMENDATIONS

Spells

Lufenia has no armament shops, Inns, or Sanctuaries but there is a small, somewhat hidden magic shop. To find it, exit the town through the break in the outer wall in the northeast and go east. The shop sells what are arguably the game's two best magic spells: the attack spell Flare and Full-Life, which revives a character at their max HP. What are you waiting for? Buy them!

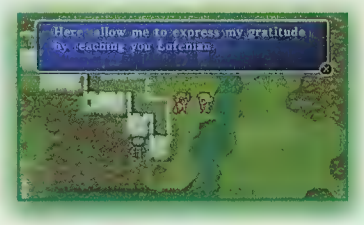
Lufenia Area Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Allosaurus	480	65	10	200	–	502	3387
Baretta	256	60	38	130	–	300	1428
Desert Baretta	352	98	48	156	–	1	2610
Hill Gigas	240	38	12	120	–	879	879
Minotaur Zombie	224	40	14	116	Fire, Dia	1050	1050
Troll	184	24	12	100	Fire	621	621
Tyrannosaur	600	115	10	200	–	600	7200
Winter Wolf	92	25	0	55	Fire	200	402
Wyvern	212	30	12	115	–	50	1173
Tarantula	64	5	12	46	–	50	141

Expect a half dozen or so encounters along the way, including Hill Gigas (in packs of three or four), Barettas, Wyverns, and two dangerous new enemies—Allosaurus and Tyrannosaur. The fairly common Allosaurus has an attack power of 65, 480 HP, and extremely durable magic resistance. Fortunately, they have weak physical defense.

Tyrannosaurs appear on rare occasions. When one appears, prepare for a difficult fight. Their tremendous attack is capable of leveling a weak character in one hit. If you encounter one, protect your healer at all costs.

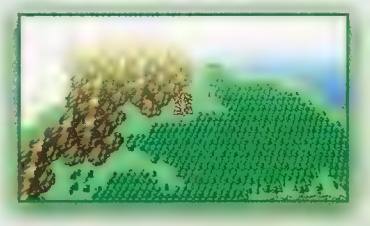
Meet Dr. Unne in Melmond



After conquering the Sunken Shrine, make a quick detour to Melmond. Go to the northeast corner of town and show the **Rosetta Stone** to Dr. Unne (look for him near the gravestones). Moments later, he cracks the code of the Lufenian language and teaches your party how to speak it fluently.

The Long Walk to Lufenia

Sadly, this linguistic breakthrough probably won't be a boon to Lufenia's tourism industry, since the city is still mired in the middle of nowhere. To get there, fly northwest from Melmond (loop around the globe) and land at the top of the long peninsula on the west side of the northeast continent. From there, it's a long walk south to the city of Lufenia.

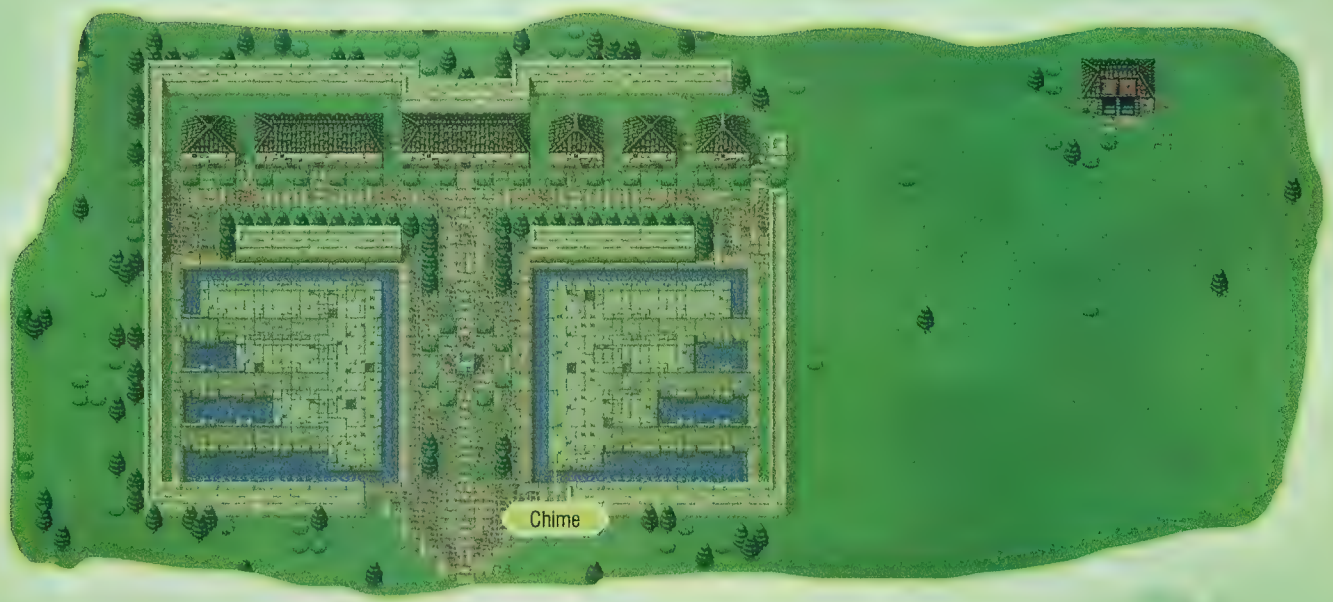


Acquire the Lufenia Chime

Aside from buying the last two level 8 spells, the only objective here is to get the **Chime** that opens the Mirage Tower. To get it, talk to the man in the southwest corner of the dock-like area to the east of the entrance.

Items Found

Chime



MIRAGE TOWER

Enemies

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Knight	260	44	38	135	–	1800	1263
Blue Dragon	454	92	20	200	–	2000	3274
Chimera	300	30	20	130	Ice	2500	2064
Cockatrice	50	1	4	47	–	200	186
Guardian	200	25	40	110	Lightning	400	1224
Hellhound	192	30	8	103	Ice	600	1182
King Mummy	188	43	24	95	Fire, Dia	1000	984
Medusa	68	20	10	55	–	699	699
Mummy	80	30	20	60	Fire, Dia	300	300
Nightmare	200	30	24	100	Ice	700	1272
Pyrolisk	44	20	40	45	Ice	500	423
Sabretooth	200	24	8	106	–	500	843
Vampire	156	76	24	75	Fire, Dia	2000	1200
Weretiger	160	30	16	93	–	780	780
Wyrm	260	40	22	131	–	502	1218
Wyvern	212	30	12	115	–	50	1173

Mirage Tower Encounters

The Mirage Tower introduces a few new enemies. Guardians, which appear in large quantities, are somewhat difficult to defeat. They're vulnerable to Thunder spells and they lack an offensive punch, but their high defense score and their paralysis attacks can drag out battles. Another new enemy is the Black Knight, an all-around solid foe with no particular strengths or weaknesses.

Hardy, flame-spewing Chimeras are vulnerable to Ice, but they're not much of a threat. The more dangerous foes are the Blue Dragons, which have the highest attack scores in the tower. They also possess a nasty Lightning attack that hits the entire party. They have no weaknesses and are highly magic resistant, so stick to physical attacks to cut through their HP.

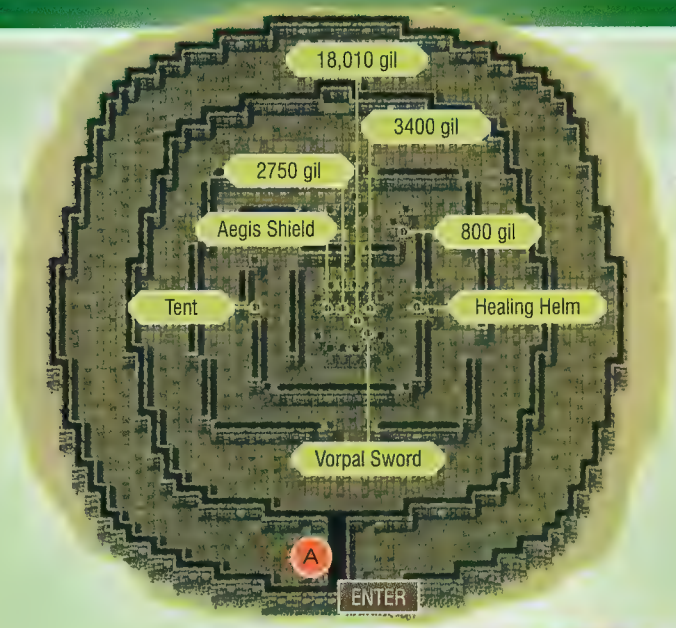
Vampires make their triumphant return here (last seen as a boss in the Cavern of Earth). Exploit their Undead weaknesses (Dia and Fire) to destroy them as quickly as possible.

Bring along a few extra Cottages and learn Exit since the Mirage Tower is the first of several tough dungeons. When you're ready, park the Airship on the strip of grass southeast of the desert and head to the tower.

It's a short walk, so don't expect more than a few encounters. The enemies are the same ones encountered outside of Lufenia, with the addition of the desert dwelling Sand Worm. Defeat this rare foe quickly, since it can cast an instant-death Earthquake spell.

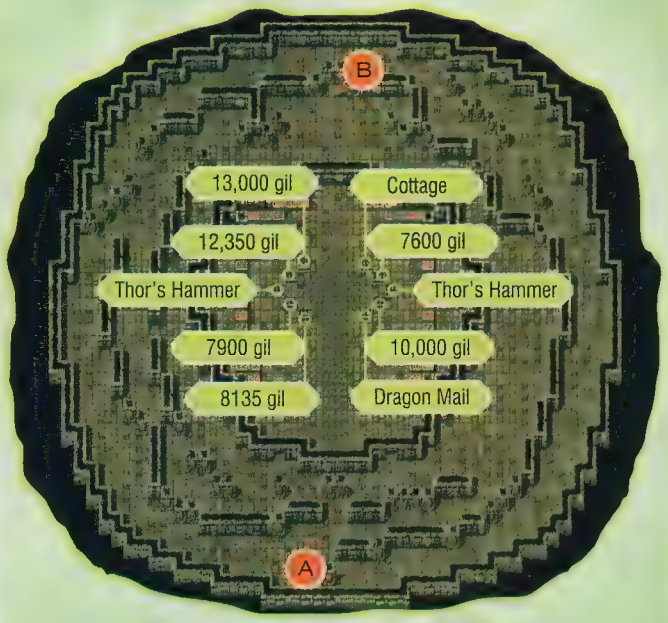
Mirage Tower, 1F

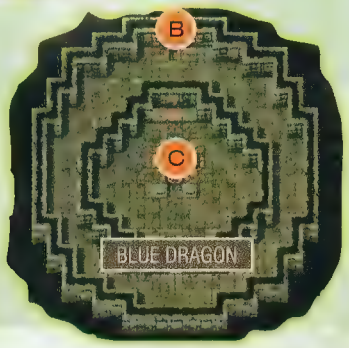
The staircase to the next floor is only a few steps away from the entrance. Go through the door, take a few steps to the east, and pass through the other door. On this first foray into the Mirage Tower, make sure you focus on looting the chests. The treasures in the middle include the **Healing Helm** (cast Heal in combat), the **Vorpal Sword** (a sword with no apparent ability), and the **Aegis Shield** (protects Knights from being turned to Stone).



Items Found

Aegis Shield	Dragon Mail	Sun Blade	Thor's Hammer
Cottage	Healing Helm	Tent	Vorpal Swordw





Mirage Tower, 2F

Reaching the exit of the second floor is a much longer process and the loot is even deeper inside. Take the long route around the sides and turn left at the break in the wall. Turn at the break in the next wall and continue east to reach the center of the tower. From there, take the stairs to the next floor, or go south to find the central room's door. The loot includes a **Cottage**, the **Sun Blade** (a sword that causes extra damage to Undead), **Thor's Hammer** (casts Thundara), and the Knight-exclusive **Dragon Armor** (raises the Knight's magic resistance against all elemental attacks), as well as a bunch of gil.

You may want to Exit out after the looting is done and use a Cottage. Afterward, re-enter the area and quickly return to the third floor with a fresh party.

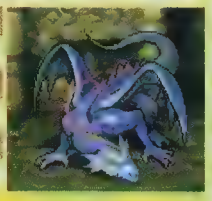
Mirage Tower, 3F

BLUE DRAGON

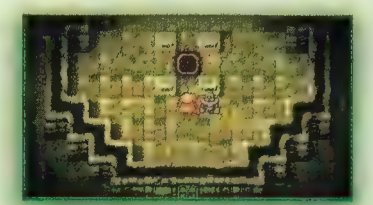
Go south to find to the entrance to the central room and prepare for a Blue Dragon encounter spot on the other side of the doorway. Have your Black and Red Wizards support the offensive line by casting Haste on the fighters, since their elemental spells will not be effective.

HP	ATK	DEF	MDEF
454	92	20	200

GIL	EXP	WEAK
2000	3274	–



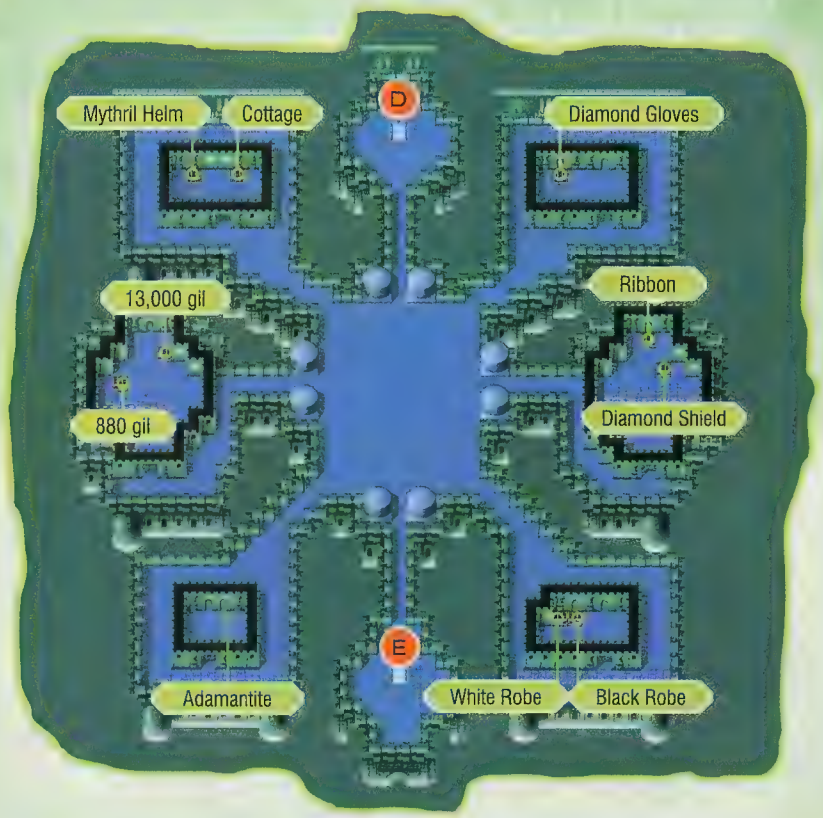
With the Warp Cube in your inventory, step on the central warp spot to go to the Flying Fortress, where five more grueling floors await.



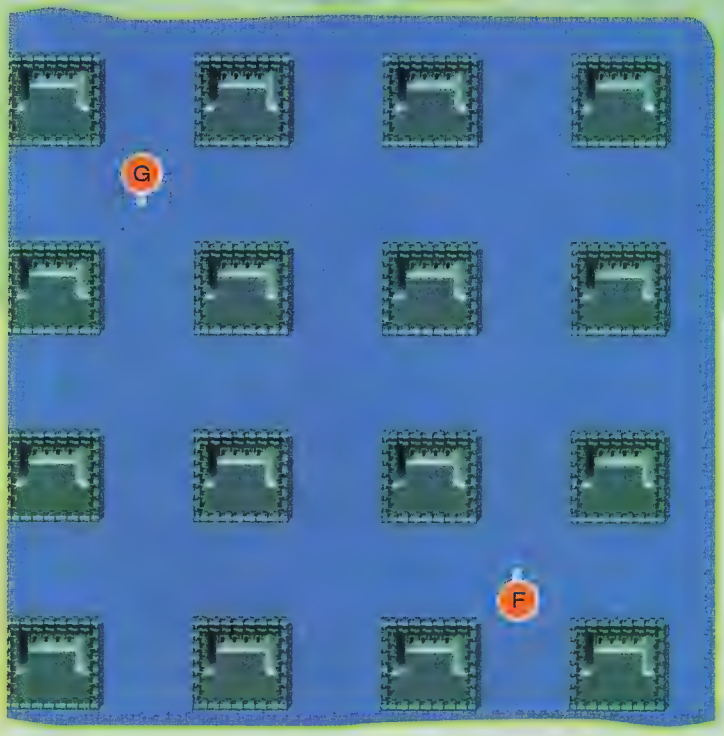
THE FLYING FORTRESS

Items Found

Adamantite	Diamond Shield	Potion (x2)	Sasuke's Blade
Black Robe	Gold Needle (x2)	Protect Cloak	Clothes
Cottage	Healing Helm	Protect Ring (x2)	Razer
Diamond Gloves	Mythril Helm	Ribbon	White Robe



9000 gil
Protect Ring
Potion
5450 gil
4150 gil
Gold Needle
6400 gil
Gold Needle
Clothes
9500 gil
E
Protect Cloak
8135 gil
3400 gil
Sasuke's Blade
F


G
F

TIAMAT
WARMECH
G

Flying Fortress Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Air Elemental	358	53	4	130	–	807	1614
Black Flan	156	49	255	85	Fire	900	1101
Black Knight	260	44	38	135	–	1800	1263
Chimera	300	30	20	130	Ice	2500	2064
Clay Golem	176	64	7	93	–	800	1257
Dark Fighter	200	40	38	186	–	3420	3420
Death Knight	190	55	32	173	–	3000	2700
Earth Medusa	96	11	12	70	Fire	1218	1218
Evil Eye	162	30	30	92	–	3225	3225
Fire Hydra	182	20	14	103	Ice	200	1215
Guardian	200	25	40	110	Lightning	400	1224
Manticore	164	22	8	95	–	650	1317
Medusa	68	20	10	55	–	699	699
Mindflayer	112	1	12	187	–	999	822
Neochu	344	35	32	170	–	500	3189
Nightmare	200	30	24	100	Ice	700	1272
Rakshasa	110	20	30	62	–	800	603
Soldier	400	102	48	160	Lightning	2000	4000
Spirit Naga	420	7	16	143	–	4000	3489
Stone Golem	200	70	16	110	–	1000	2385
Vampire Lord	300	90	28	84	Fire, Dia	3000	2385

There are deadly new foes in the Flying Fortress. These battles test your endurance more than your wit, as few of these foes have any glaring weaknesses.

You'll encounter the Rakshasa and Dark Warrior foes, which don't have a lot of HP but are very resistant to magic. Rakshasas are poisonous and Dark Warriors can cast nasty spells like Doom and Flare.

There are plenty of other nasty spellcasters lurking about, including the Mindflayer and the Evil Eye. Both of these foes are capable of instant-kill attacks. The classic Medusa is also in the Flying Fortress as the slightly more powerful Earth Medusa. Fortunately, all three are weak on defense and go down quickly. Other new Magician-type foes include the Spirit Naga (weak on offense and defense), which can inflict virtually any status effect in the game.

The Soldier (400 HP) resembles a powerful Guardian, but he has a much higher attack score. He's weak against Thunder, though, making him one of only two new foes in the Flying Fortress who are vulnerable to anything. The other foe weak to Thunder is the deadly Vampire Lord. The Air Elemental is vulnerable only to physical attacks.

Manticores and the river dwelling Neochus are both capable of inflicting poison. Stone Golems are just powered-up Clay Golems with only 200 HP, but they're almost completely immune to magic.

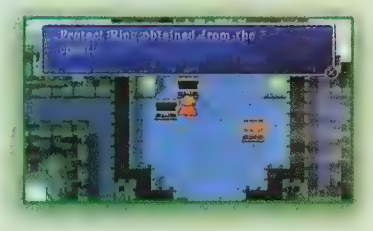
No overview of the Flying Fortress is complete without a mention of the Warmech, a very rare random encounter that rivals the game's final boss in difficulty.

The Flying Fortress

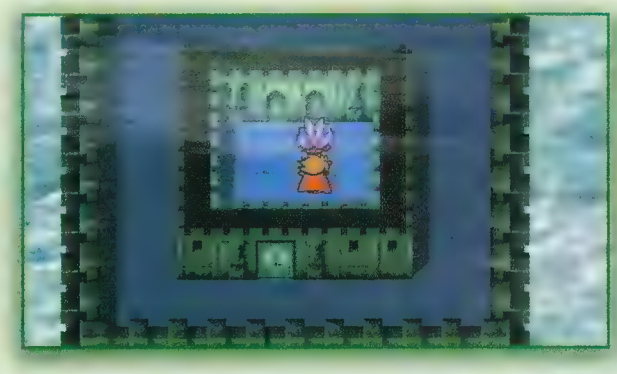
There is no opportunity to save or heal between dungeons. If you're a conservative player, use the smash-and-grab technique: grab the treasure on the first three floors, warp out, drop a Cottage, and go through it all again (including the Mirage Tower). Alternately, stock up on Ethers to restore MP as it runs low.

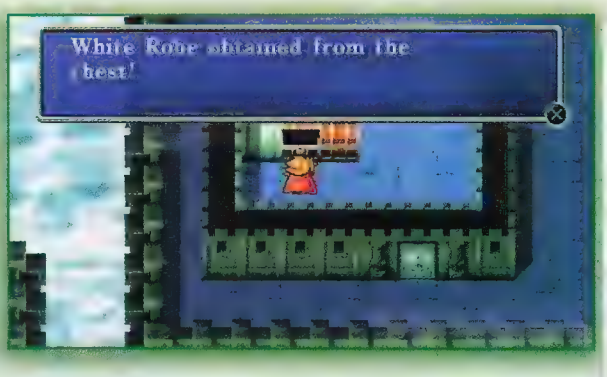
Flying Fortress, 1F

This is a simple floor consisting of four rooms. The party starts in the middle with treasure rooms to the west, east, and south. You can skip the room to the west, since it contains only a **Potion** and some gil. The room to the east contains a **Protect Ring**, another **Healing Helm**, and more gil. That leaves the room to the south, which contains a single treasure—the **Razer**—that can cast Scourge. It's possible to achieve a few surprise kills with this weapon if you have an idle party member use its ability frequently. After looting the treasure chests, head north to the teleportation mirror and advance to the next floor.



Flying Fortress, 2F

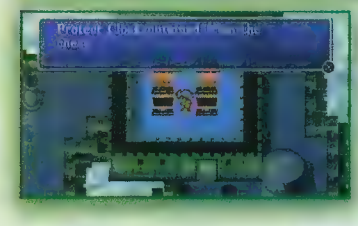


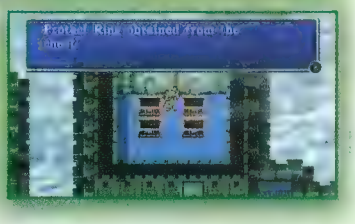


The exit is a straight shot south from where you enter this floor, but don't ignore the six treasure rooms. The northwest room contains a **Mythril Helm** and a **Cottage**, while the west room contains only gil. The southwest room contains a real treasure: the **Adamantite** sought by the Dwarves. If your party has a Warrior or Knight, don't miss that chest!

On the east side, there are **Diamond Gloves** in the northeast and another **Ribbon** and a **Diamond Shield** in the east room. The **Black Robe** and **White Robe** are in the southeast room. These pieces are really no better than the Ruby Armlet your Wizards are probably already wearing. When used in combat, though, you can use them to cast Blizzara and Invisira, respectively.

Flying Fortress, 3F





The warp leads to an area near a circular window set into the floor. Approach it and take a peek for a clue as to the next destination. The warp to the next floor is to the west and a bit south of the one that lead in, just below the east treasure room.

There are treasure rooms to the east, north, and west. A long passage to the south contains a few rooms with a confusing clue that you'd be wise to skip. The treasure room to the north contains a **Potion**, **Protect Ring**, and some gil.

There are nice finds in the east and west rooms. The highlight of the west room is **Sasuke's Blade**, a Ninja-exclusive weapon with great stats but no special abilities. An item of note in the east room is the **Protect Cloak**, which is the only shield item in the game that you can equip on a Black or White Wizard.

That's it for treasures in the Flying Fortress, so if you're going to bail out and use a Cottage, do it now. If you do so, hop back into the Airship and take the Adamantite to the Dwarves so a powerful weapon is available for use against Tiamat.

Flying Fortress, 4F

This floor is an infinite loop, meaning you could walk in any direction forever. To get to the next floor from the warp mirror, head past two pits to the north, then turn west to find the warp after passing two more pits. You can also get there by going south past two pits, then turning east past two pits.

Flying Fortress 5F

Save your game now! Sure, there's a bit of a walk to reach Tiamat, but there is a chance that you may encounter a rare enemy known as the Warmech along the way.

WARMECH

HP	ATK	DEF	MDEF
2000	128	80	200
GIL			
32,000			
EXP			
32,000			
WEAK			
–			

This boss has 2000 HP, is resistant to all magic (except Holy), has an attack power of 128, and a has little attack called "Nuke" that does a few hundred points of damage to the entire party. If you see this foe, you may want to run before it unleashes its first attack.

If you'd rather fight this foe, use Haste and Saber on your fighters and set up a solid defense of NulAll and Protera. The Warmech regenerates 100 HP per turn, so if your enhanced fighters aren't inflicting more than that number, you have little hope of victory.

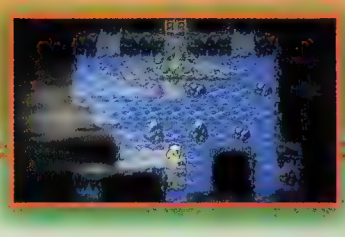
TIAMAT

HP	ATK	DEF
2400	53	80
MDEF	GIL	EXP
200	6000	5496
WEAK		
Stone, Poison		

The Fiend of Wind, Tiamat, may not measure up to the Warmech but she's no pushover. Her standard attacks cause less damage than Kraken's, but she has a number of nasty spells that damage the entire party (Poison Gas, Thunderbolt, Icestorm, and Flame). Thunderbolt is the most common one, so NulShock is a good choice for White Wizards on your first turn. On subsequent turns, their job is keep everyone above 200 HP. Have your Black Wizards cast Haste on the Knights, let your Knights use Giant's Gloves, then start slashing! Tiamat is vulnerable to Poison and Stone (so a cheap Break victory is a possibility), while Holy and Flare are strong enough to punch through any magic resistance.

Whisperwind Cove Available

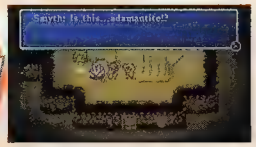
Defeating Tiamat unlocks the doorway to Whisperwind Cove. You can now explore the fourth bonus dungeon!



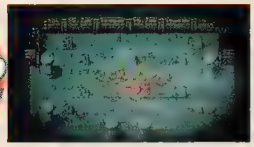
The Final Battle

The Chaos Shrine

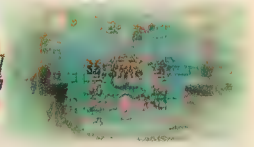
Objectives

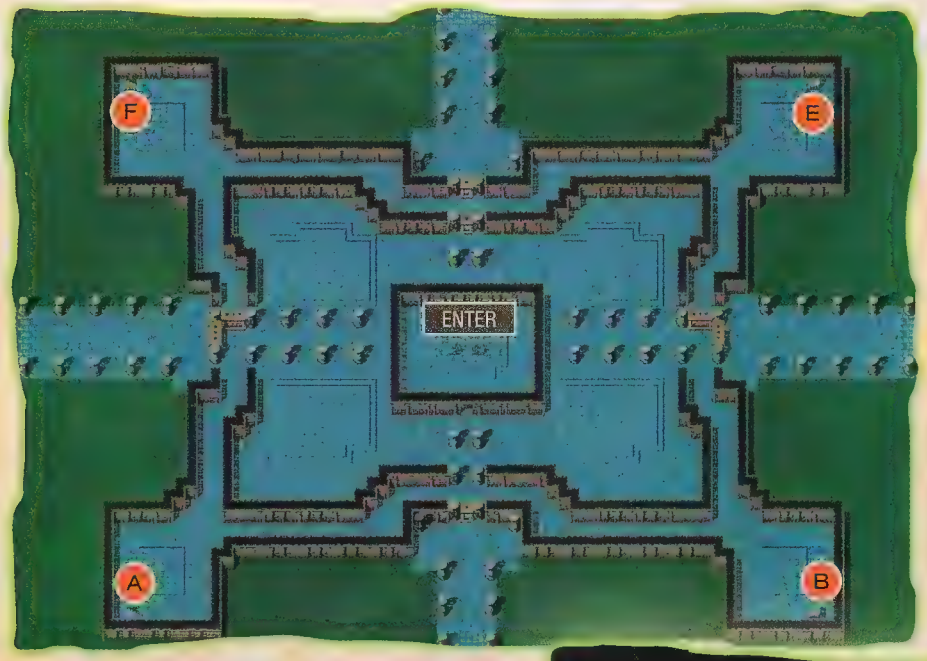
1. 

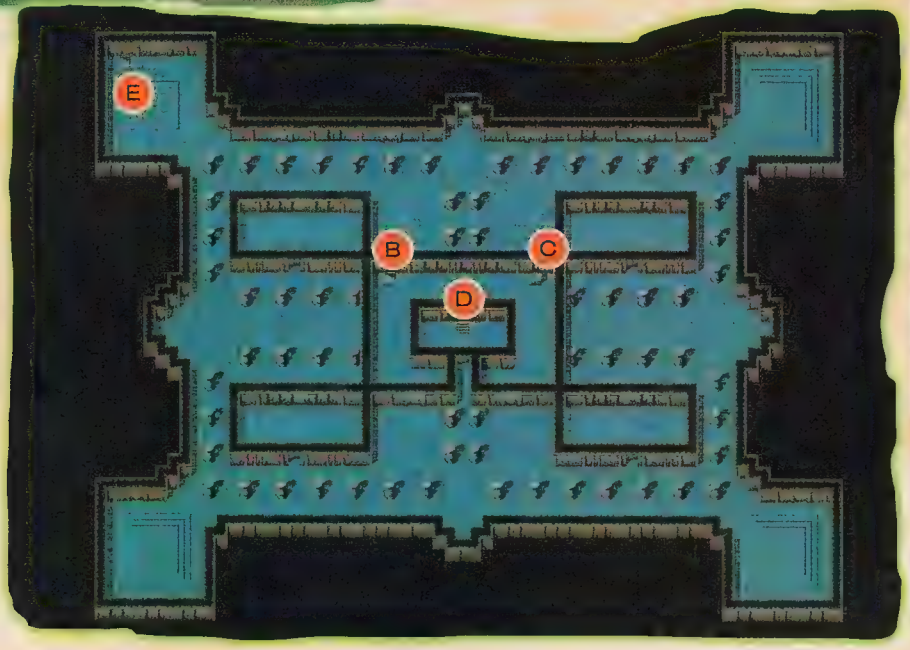
Have the Adamantite forged into Excalibur.

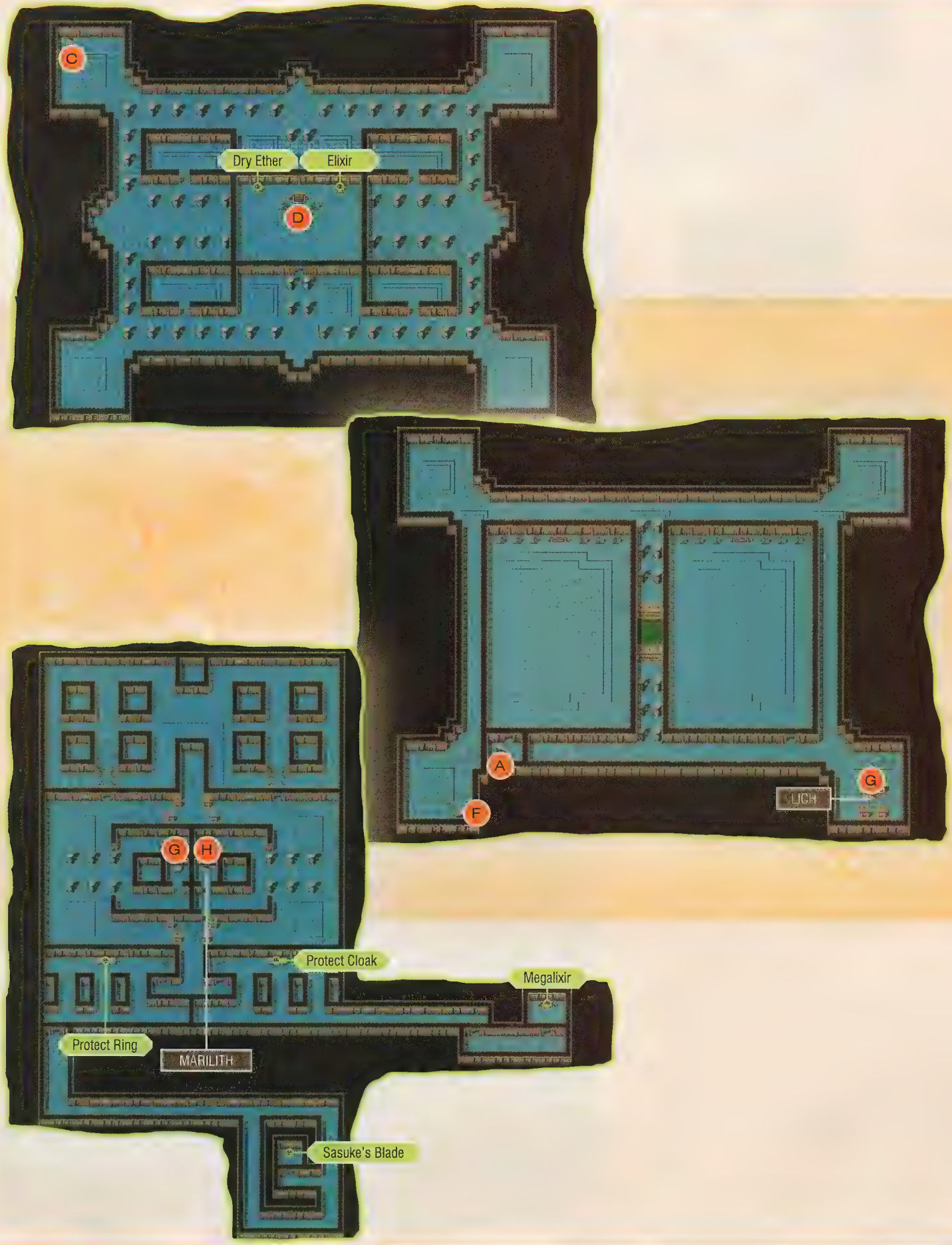
2. 
Use the Crystals at the Chaos Shrine.

3.
Play the Lute on the Shrine's top floor.

4. 
Find and defeat Chaos and his four fiends.






C
Dry Ether
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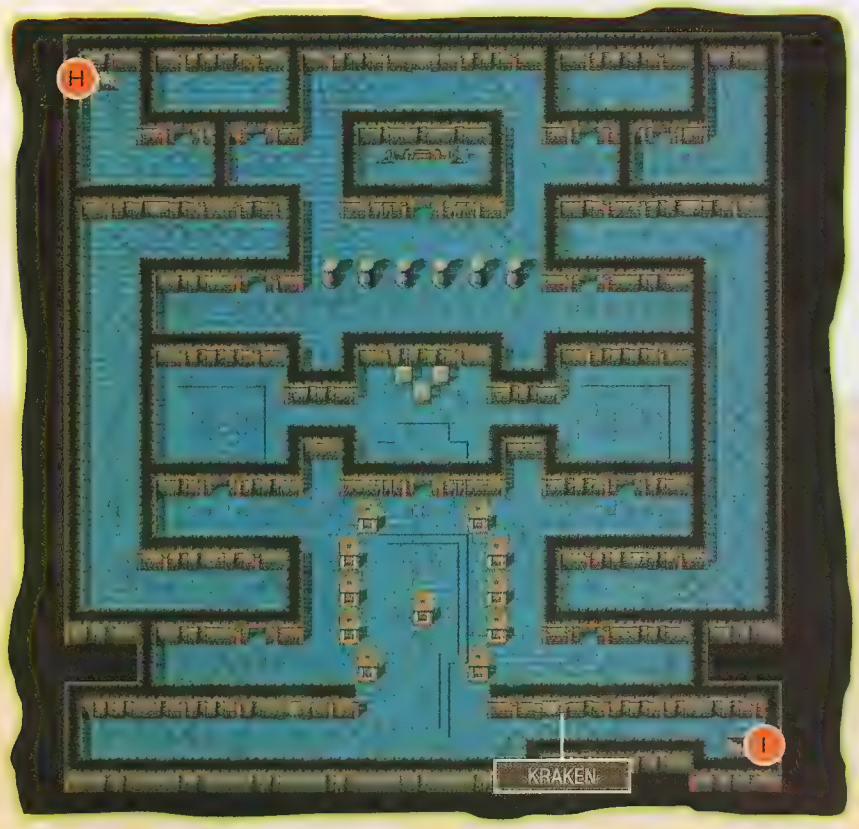
Megalixir
Protect Ring
MARILITH
Sasuke's Blade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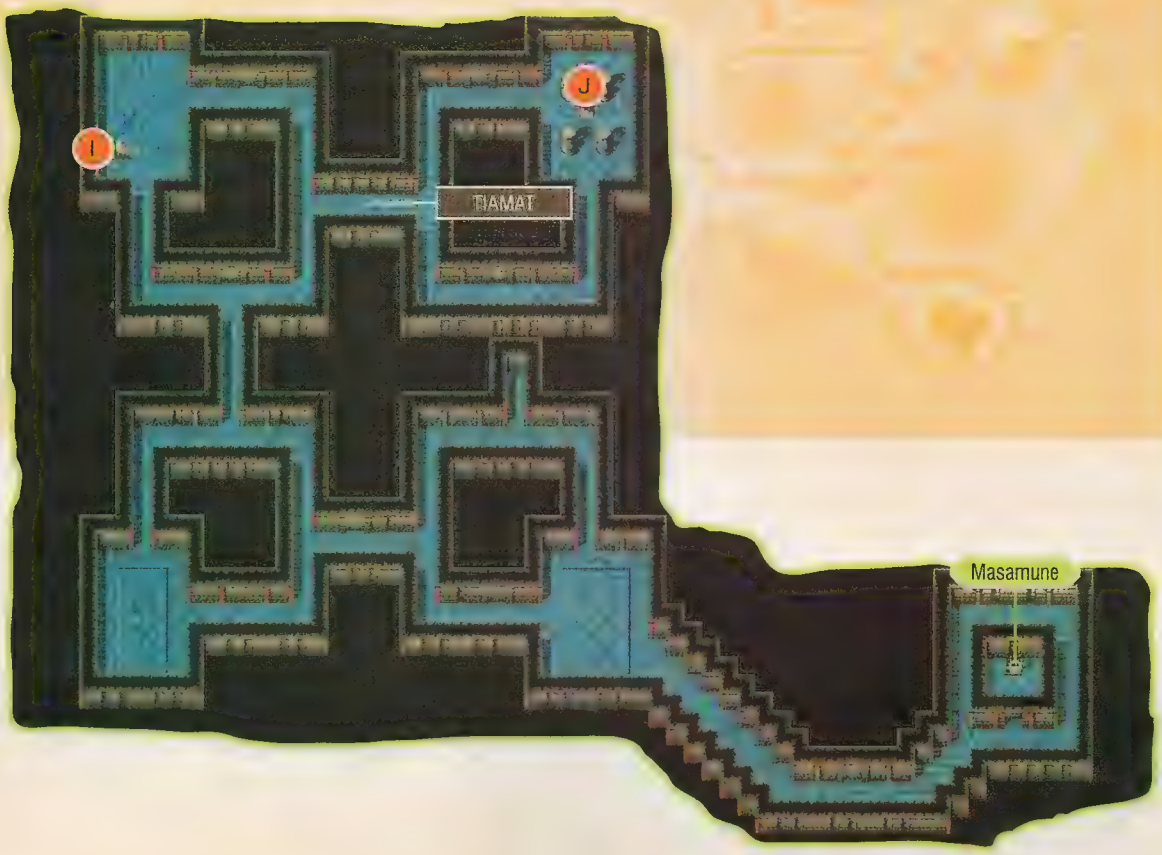
J
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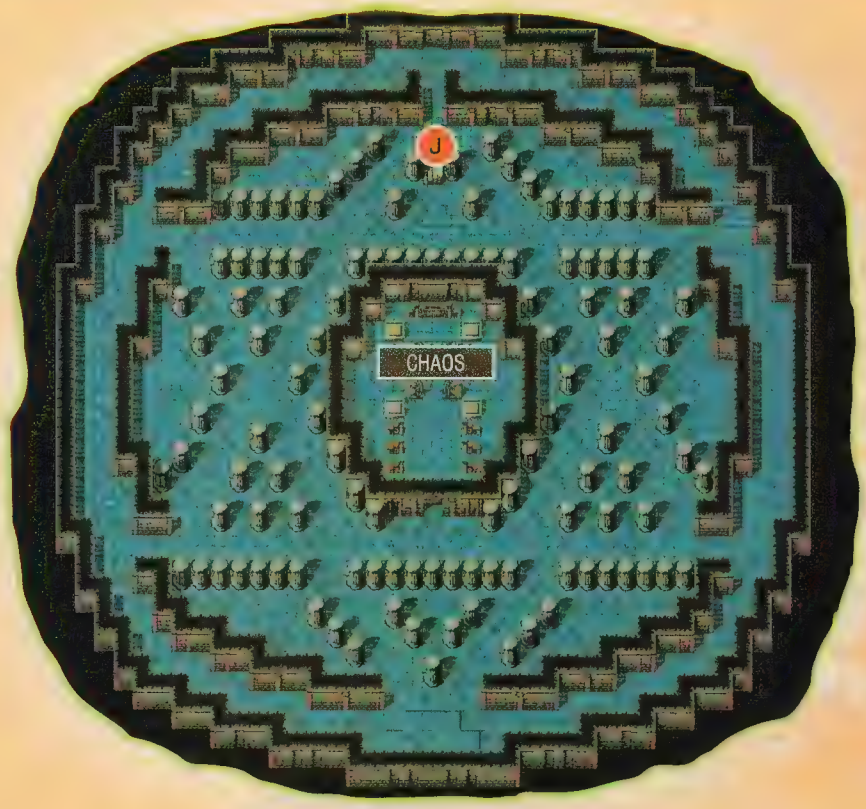
TIAMAT
Masamune



Chaos Shrine, 1F-3F Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Knight	260	44	38	135	–	1800	1263
Black Flan	156	49	255	85	Fire	900	1101
Chimera	300	30	20	130	Ice	2500	2064
Dark Fighter	200	40	38	186	–	3420	3420
Dark Wizard	105	26	40	170	–	1095	1095
Death Eye	360	120	60	160	Fire, Dia	1	1
Dragon Zombie	268	56	30	135	Fire, Dia	999	2331
Green Dragon	352	72	16	200	Ice	5000	4068
Ice Gigas	336	60	16	150	Fire	1752	1752
Purple Worm	448	65	10	200	Ice	1000	4344
Rhyos	350	40	18	143	Ice	5000	4584
Vampire Lord	300	90	28	84	Fire, Dia	3000	2385
White Dragon	200	53	8	196	Lightning, Fire	2000	1701
Winter Wolf	92	25	0	55	Fire	200	402

The Chaos Shrine's first floor is home to four enemies: Purple Worms, Chimeras, White Dragons, and Black Flans. Purple Worms provide more EXP than any other enemy in the Shrine. It's difficult to run from fights, but your fighters should be able to take them out while everyone else uses healing items and spells.

If a large group of White Dragons use Icestorm at the same time, fatalities may occur. If this happens, hit them hard and exploit their vulnerability to Fire and Lightning.

Black Flans are vulnerable to magic (in particular, Fire) and strong against physical attacks. Use combat items, especially the Mage's Staff, to defeat them. Chimeras and Rhyoses are both vulnerable to Ice (use the Black Robe to avoid wasting MP). The Rhyoses can petrify the entire party with a Poison Gas attack, so equip vital characters with Ribbons.

The second floor adds a number of old favorites, like the Ice Gigas, Dragon Zombie, and Vampire Lord. Hit the Dragon Zombies and Vampire Lords with the Mage's Staff and double Light Axes to inflict maximum damage.

The third floor adds Flying Fortress favorites like the Dark Wizard, Dark Fighter, and Black Knight. It also features the return of the Green Dragon, which was last seen in the Waterfall Cavern. The Green Dragon is vulnerable to Ice and unleashes dangerous, damage-dealing Poison Gas attacks.

Chaos Shrine, B1-B4 Encounters

B1

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Basilisk	196	30	20	91	–	658	1977
Clay Golem	176	64	7	93	–	800	1257
Earth Medusa	96	11	12	70	Fire	1218	1218
Earth Elemental	288	66	20	130	Fire	768	1536
Stone Golem	200	70	16	110	–	1000	2385

B2

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Fire Gigas	300	73	20	135	Ice	1506	1506
Fire Lizard	296	31	18	143	Ice	1200	2472
Lava Worm	280	50	31	143	Ice	400	1671
Fire Elemental	276	50	20	130	Ice	800	1620
Red Dragon	248	75	30	200	–	4000	2904

B3

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Water Elemental	300	69	20	130	Ice	800	1962
Deepeyes	304	30	16	156	Thunder	3591	3591
Sahagin Prince	204	24	20	101	Thunder	882	822
Sea Scorpion	148	35	18	85	Thunder	300	639
Sea Snake	224	35	12	116	Thunder	600	957
Sea Troll	216	40	20	110	Thunder	852	852
Water Naga	356	9	8	116	Thunder	2355	2355
White Shark	344	50	8	170	Thunder	600	2361

B4

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Air Elemental	358	53	4	130	–	807	1614
Doom Knight	190	55	32	173	–	3000	2700
Dragon Zombie	268	56	30	135	Fire, Dia	999	2331
Iron Golem	304	93	100	143	–	3000	6717
Mindflayer	112	1	12	187	–	999	822
Nightmare	200	30	24	100	Ice	700	1272
Purple Worm	448	65	10	200	Ice	1000	4344
Stone Golem	200	70	16	110	–	1000	2385
Vampire	156	76	24	75	Fire, Dia	2000	1200
Vampire Lord	300	90	28	84	Fire, Dia	3000	2385

Each underground floor features enemies from one of the four Fiends' dungeons, with an enhanced version of that Fiend as the boss.

B1 has the Clay Golem, Stone Golem, and the Earth Elemental. Earth Elementals are vulnerable to Fire, but the Golems are only vulnerable to physical attacks. The rock theme is continued by the Earth Medusa and Basilisk, both of whom can petrify party members with their Gaze. If you have lots of Ribbons, these foes should no longer pose a real threat.

B2 is home to the Fire Gigas, Fire Lizard, Lava Worm, Fire Elementals, and Red Dragon. All but the rare Red Dragons are vulnerable to Ice (go Black Robe!), making this one of the easier floors to get through. Consider equipping a second-tier fighter with the Ice Brand, but switch back before fighting the boss.

Each enemy in B3 comes straight from the Sunken Shrine, but they're not so tough now that you have a few levels under your belt. Everything except the Water Elementals are vulnerable to Lightning (it's weak against Ice), so have your Wizards use Gauntlets and Thor's Hammer on every turn. Remember to take out White Sharks and Sahagin Princes quickly, as they're still the strongest foes in the sea.

The Flying Fortress foes that have made the journey to B4 are as strong as ever and appear in much larger groups. Outside of the Vampires and Dragon Zombies, nothing here has a significant magical weakness, so new foes like Doom Knights and Iron Golems must be dealt with using physical attacks. The Air Elementals are probably the most dangerous foes, so have Wizards use heal items every turn to keep HP up.

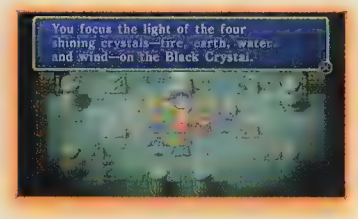
The Final Battle Draws Near

The game's last dungeon was also its first: the Chaos Shrine, northwest of Cornelia. Now that all four crystals have been activated, the large crystal in the center of Garland's room leads to a different area and a different time.

...But First, Excalibur!

First, go visit the Dwarves and have them forge the Adamantite into the powerful **Excalibur** for your Knight, if you didn't do so before facing Tiamat. Next, purchase any items and spells you couldn't afford earlier and pick up 99 Ethers for the trials ahead. If your spell casters are about to level up, pay a quick visit to the Lufenia area and get those new spells before you enter.

Forward Into the Past



Preparation is important here because a long and grueling dungeon lies ahead—2,000 years in the past! Enter the final dungeon by approaching and talking to the Black Crystal in the Chaos Shrine. Use the four crystals to open the portal to the past and step forward. You can return to the present by entering the black portal that marks the ground where you arrive in the ancient Chaos Shrine, or with the spells Teleport (if you're still on the first floor) or Exit (if you've ventured farther).

Clear the Bonus Dungeons

Defeating Chaos effectively ends the game. If you want 100% completion, take the time now to finish the bonus dungeons before heading into the Chaos Shrine.

Chaos Shrine, 1F & 2F

There are staircases in the four corners of this room, but you can only get to the ones in the southwest and southeast. The southwest staircase leads to a dead end, so that makes the choice pretty easy. The southeast staircase leads to a small area of 2F. Walk a few steps to the east and take another staircase up to 3F.

Chaos Shrine, 3F

Head south past the second room, then turn to the east and follow the pillars when they turn north to the central room's door. Just beyond the door is the Temple's first encounter point, a Death Eye. This foe is vulnerable to Dia and Fire spells and only has 360 HP. Its Gaze attacks can be fatal, so equip everyone with a Ribbon or Protect Ring before entering the room.

The Lute Opens the Path

The two chests here contain **Dry Ether** and an **Elixir**. Loot the chests and play the Lute provided earlier by the Princess. Playing the Lute reveals a ladder.

That ladder leads to the small room in the middle of 2F. Follow the path to the south, then west, then north to reach a new staircase. This staircase goes back to 1F and another short hike from the northeast corner to the northwest corner. This is where you'll find the stairs to the basement.

Walk all the way around this map (from the southwest corner, to the northwest corner, to the northeast corner, to the southeast corner) until a powerful Lich pops up looking for revenge. Save your game and heal to max HP before sending the party to the staircase guarded by Lich.

LICH

Lich has 2800 HP, so your spell-enhanced offensive line can take him down after only a few turns. Unfortunately, he tends to cast Flare on the first turn, so be ready to heal immediately. Don't burn through your stockpile of MP or Ethers just yet, as there's still a long way to go!

HP	ATK	DEF	MDEF
2800	50	80	140

GIL
1

EXP
2000

WEAK
Dia

One Final Warning

Chaos Shrine, B2

There are only seven item chests in this dungeon and this floor has four of them. They contain a **Protect Ring**, **Protect Cloak**, **Sasuke's Blade**, and a **Megalixir**.

From the entrance, head west to get out into the open, then proceed north to find a door. Next, head east and then south to reach another door. This part of B2 is completely symmetrical; the stairs are right where they were on the left side.

If you want the items, stay away from the staircase where Marilith awaits. Instead, go south through the break in the wall. The **Protect Ring** and **Sasuke's Blade** are just through the door to the west, the **Protect Cloak** is through the door to the east, while the **Megalixir** is down a hallway to the east.

MARILITH

HP	ATK	DEF	MDEF
3200	60	80	183
GIL			
1			
EXP			
2000			
WEAK			
–			

Marilith's new tricks are Firaga and Death, so equip Protect Rings and have a White or Red Wizard cast NulBlaze during the first turn. Confuse doesn't work on Marilith this time, so have the offensive line pull the typical Haste/Saber combo and start swinging.

Chaos Shrine, B3

If you want to skip most of this featureless level, head into the floor's west wing and go south as far as possible. Exit into the south-central courtyard and pass through a nearby door to the north. From there, go one room to the east (look for the gravestones) and then go south to the bottom edge of the map. Finally, head east to the staircase where Kraken awaits.

KRAKEN

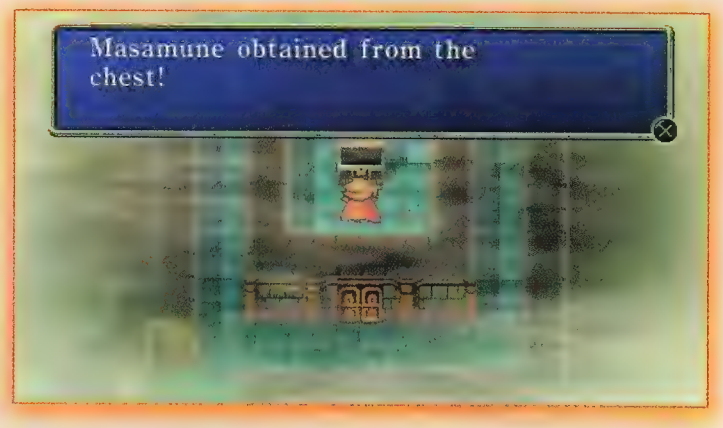
HP	ATK	DEF	MDEF
3600	60	80	200
GIL			
1			
EXP			
2000			
WEAK			
–			

Kraken has managed to shake his weakness against Lightning, so magic is no longer effective. He can cast a few weak spells (such as Thundara), but the real threat is his physical attacks. Use the White Robe and follow it up with Protera. As always, it is up to the offensive line to cut through Kraken's HP.

Chaos Shrine, B4

This level poses an interesting dilemma: head directly to Tiamat and the stairway down to the final level, or take the long detour that leads to the **Masamune**, a very powerful weapon.

The quickest way to reach the Masamune is the simplest. Follow the west wall south, then east, and it eventually leads right to it. Any class can use the Masamune, so it's ideal for second-tier fighters like the Ninja (after all, the Knight should have Excalibur), or give it to a White Mage for some added physical damage and healing support!



Return to the starting area, but heal your party before crossing the thin bridge that links the northwest and northeast corners of this map. It's there that Tiamat has laid her ambush, not by the staircase!

TIAMAT

HP	ATK	DEF	MDEF
5500	75	90	200
GIL			
1			
EXP			
2000			
WEAK			
–			

Prepare well and don't be afraid to use a few high-level spells. Tiamat's attacks are primarily magical, so a NulAll spell cast on the healer should ensure the party's survival if things go wrong. Tiamat doesn't use any one elemental type exclusively, but Thunder is still the most common, so a NulShock won't hurt. Tiamat is no longer vulnerable to Stone, so beef up your party's fighters with Haste/Saber.

Chaos Shrine, B5

There are no encounters on this floor, so check to see if any characters are close to leveling up. If so, fight a few foes in B4 (don't bother with Tiamat again because the EXP she gives isn't worth the risk) so everyone is at their best for the boss. Save the game and prepare for the original game's final battle.

CHAOS

HP	ATK	DEF	MDEF
20,000	170	100	200

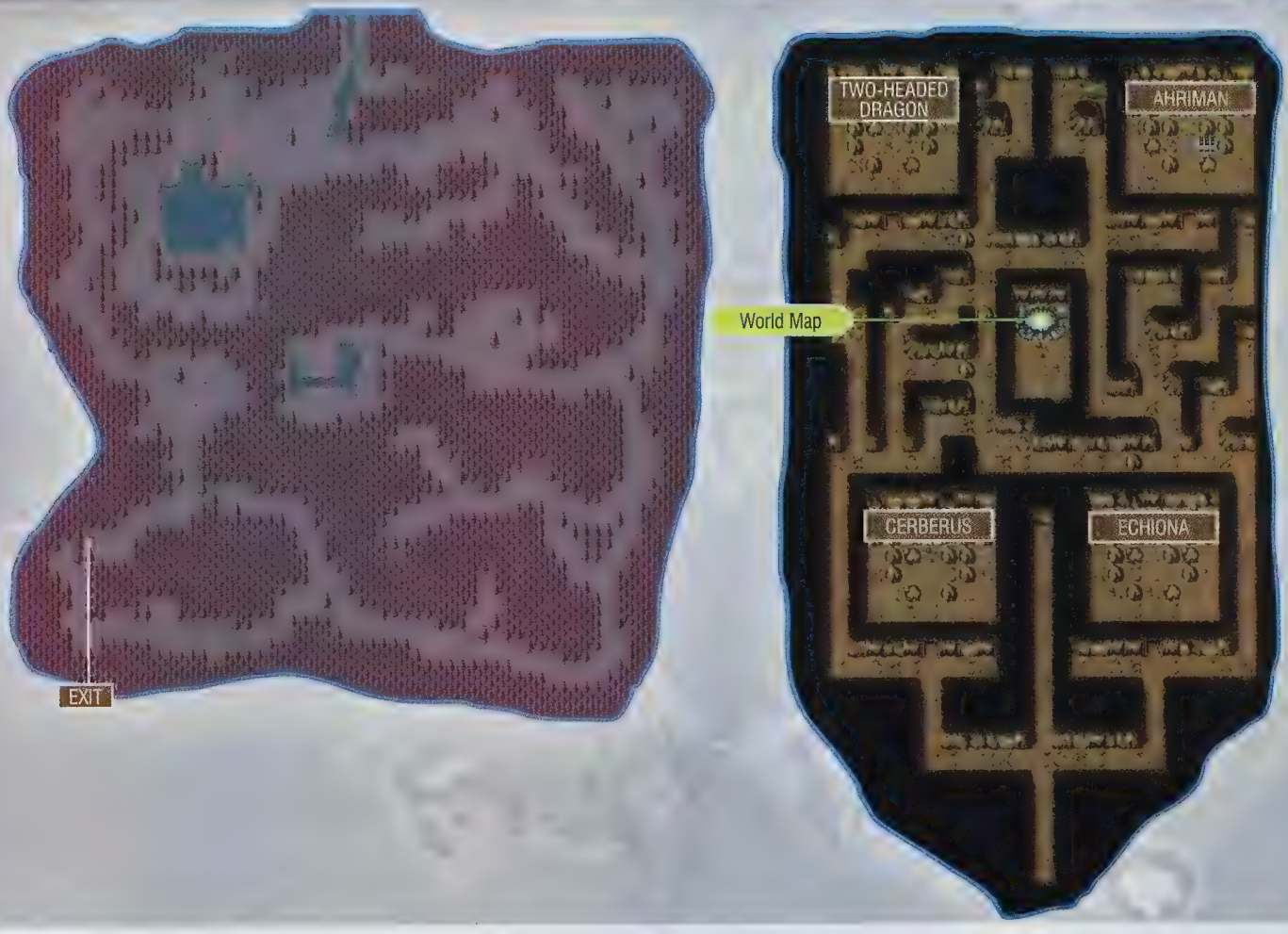
GIL	EXP	WEAK
0	0	–

Chaos has 20,000 HP and has the ability to heal using Curaja (this happens randomly, so just take him down as quickly as possible and hope you get lucky). He has no weakness, so any magic cast on him is a wasted effort. Sure, you can get a few points through with Flare or Holy, but there are better things you can do with your MP.

Cast Protera, NulBlaze, NulShock, and NulFrost as quickly as possible. Cast NulAll first on the designated healer and, if you have the luxury of time, cast it on everyone else. Have your Black Wizards cast Haste on the offensive line. Have each attacker use the Giant's Gloves, then begin their relentless assault. Don't worry about sparing the use of any items (specifically Megalixirs) for this fight.

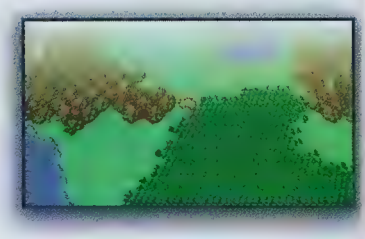
Save your game after the credits roll. Having a game cleared save game gives you the opportunity to start a New Game with the bestiary already started. It also provides a new selection at the game's main menu.

Earthgift Shrine



Earthgift Shrine Encounters

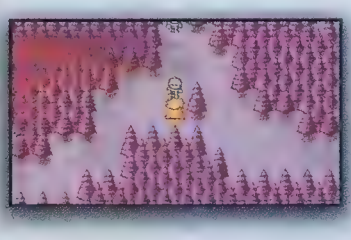
NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Abyss Worm	2500	95	30	200	--	1500	4000
Black Goblin	50	10	4	16	--	300	200
Catoblepas	200	30	20	100	--	800	1500
Desertpede	120	35	15	85	--	100	250
Gloom Widow	71	8	20	40	--	520	140
Skuldier	120	25	6	42	Fire, Dia	80	133
Wild Nakk	80	15	20	30	--	60	240



The Earthgift Shrine has five randomly encountered levels and four new bosses. Once the party takes its first step into the shrine's entrance, you must defeat a boss or perish in battle to exit. The bosses are approximately equal in strength compared to the second wave of fiends from the Temple of Chaos.

Each trip through the dungeon yields a single boss battle—the doors lock behind the party after defeating a boss—so keep track of which ones you have already defeated. The good news is almost all of the chests respawn (with different items!) for each trip through the bonus dungeons, so each trip should provide new rewards.

Most of the encounters in the Earthgift Shrine are random encounters, except on the purple forest level. On that level, interacting with the enemies on the map triggers a fight. Some of these enemies move, but you must defeat the stationary enemies to reach the exit. The fifth—and final—floor contains all four bosses.



TWO-HEADED DRAGON

HP	ATK	DEF	MDEF
4500	60	50	50
GIL			
0			
EXP			
0			
WEAK			
–			

The 2-Headed Dragon likes to strike physically, so Invisira and Protera are good opening round spells. Also, try to use Haste and the Giant's Gloves on a character who can inflict big melee damage. The 2-Headed Dragon drops a unique item, the **Bard's Tunic**.

CERBERUS

HP	ATK	DEF	MDEF
4000	40	50	60
GIL			
0			
EXP			
0			
WEAK			
–			

Cerberus has the lowest Attack value of the four bosses inside Earthgift Shrine, but makes up for it by using spells that damage the entire party. To counteract this, use the spells and items that heal the entire party at the same time each turn.

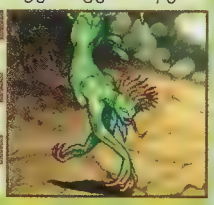
AHRIMAN

HP	ATK	DEF	MDEF
5000	60	50	100
GIL			
0			
EXP			
0			
WEAK			
–			

Ahriman doesn't bring any new tricks to the table (stick with Saber— via the Giant's Gloves—and Haste), but it does have a slightly higher Magic Defense than the other bosses. Ahriman likes to use Cura to extend the battle. After defeating Ahriman, loot the chest in the room before heading to the exit.

ECHIDNA

HP	ATK	DEF	MDEF
4800	50	50	70
GIL			
0			
EXP			
0			
WEAK			
–			



Echidna likes to unleash instant kill spells at the party, so expect to see Earthquake and Death mixed with Flare during this battle. Don't let the boss's spellcasting alter your battle plan; continue using Saber and Haste to achieve victory.

Hellfire Chasm

EXIT
EXIT
EXIT
EXIT
EXIT

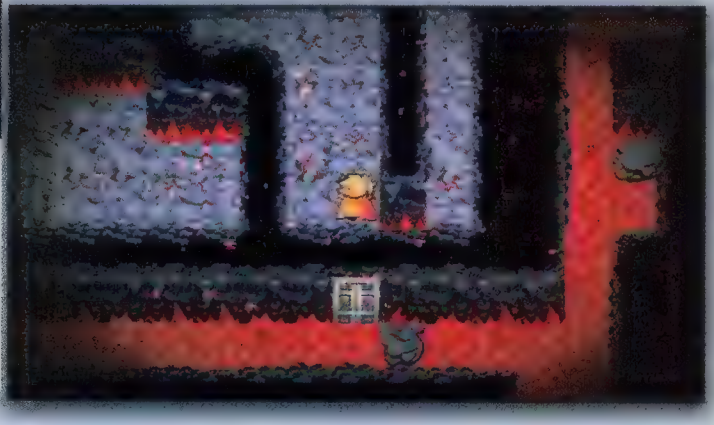
EXIT
EXIT
EXIT
SCARMIGLIONE
World Map
CAGNAZZO
EXIT
World Map
RUBICANTE
BARBARICCIA

Hellfire Chasm Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Goblin	50	10	4	16	--	300	200
Blue Troll	132	20	20	85	Fire	300	340
Catoblepas	200	30	20	100	--	800	1500
Dark Elemental	200	66	20	120	--	780	1500
Death Elemental	160	35	4	120	--	800	753
Devil Hound	150	22	8	76	--	150	300
Elm Gigas	250	40	15	120	--	850	850
Gloom Widow	71	8	20	40	--	520	140
Hundlegs	235	40	20	120	--	200	1000
Poison Naga	232	6	8	120	--	960	960
Python	85	22	15	50	--	150	200
Sahagin Queen	100	30	15	80	Lightning	500	500
Silver Dragon	200	53	10	180	--	2000	1800
Wild Nakk	80	15	20	30	--	60	240
Yellow Ogre	150	25	15	60	--	250	300

Plan on taking two trips through the 10 random levels of Hellfire Chasm. Two maps contain two boss encounters (always Level 5 and Level 10). Each time you can choose to face one boss on each map. There are multiple instances of molten floors that damage the party while they are submerged.

On the rocky maps with no lava, each step on the glinting parts of the floor produces an enemy encounter. Unless you're hunting for levels or gil, avoid these areas!



The World in Triplicate

At some point during a trip into Hellfire Chasm, the party appears on one of three different maps that resemble the game's World Map. The key to advancing past these maps is to discover the location of the Airship and use it to reach the exit. Don't hurry to the next level until you've scoured the area for treasure chests.

CAGNAZZO

Cagnazzo is a glass cannon with low defense but powerful spells that can take out party members in a hurry. Exploit his low defense and pound him with Saber- and Haste-enhanced melee attacks. Don't give him too many opportunities to unleash Tsunami!

HP	ATK	DEF
7968	44	20
MDEF	GIL	EXP
180	0	0
WEAK		
Lightning		

BARBARICCIA

Barbariccia's bread and butter abilities, Ray and Cyclone, strike the entire party each turn, so dedicate the White Wizard to using a Heal spell while everyone else chips away at Barbariccia's health. She drops **Braveheart**, a sword that casts Confuse.

HP	ATK	DEF	MDEF
12,954	88	10	190
GIL			
0			
EXP			
0			
WEAK			
–			

RUBICANTE

Rubicante's spell selection is a dazzling array of Fire spells: Fira, Firaga, and Scorch. Cast NulFire early in the battle to help reduce the damage the party takes from these spells. Oddly, Rubicante is not vulnerable to Ice, so rely on powerful melee attacks to slay this adversary and claim his treasure, **Kikuichimonji**.

HP	ATK	DEF	MDEF
15,000	88	40	220
GIL			
0			
EXP			
0			
WEAK			
–			

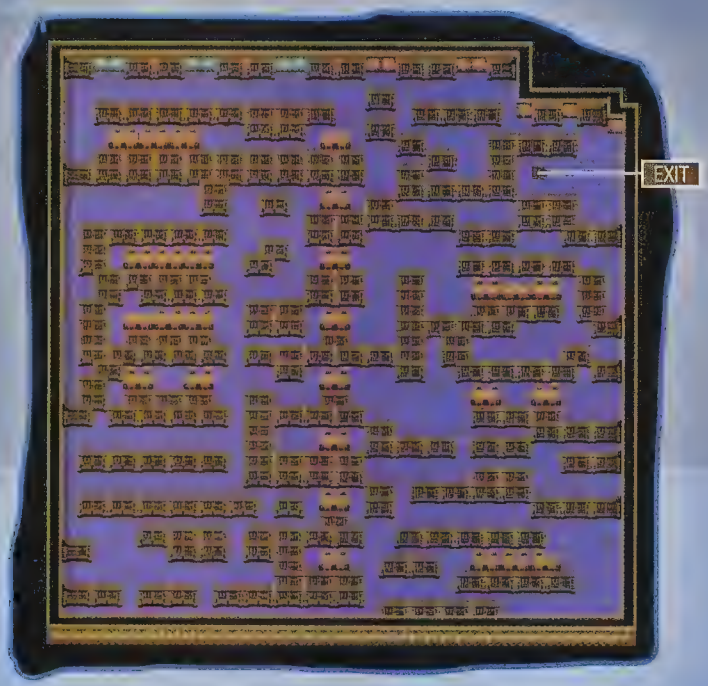
SCARMIGLIONE

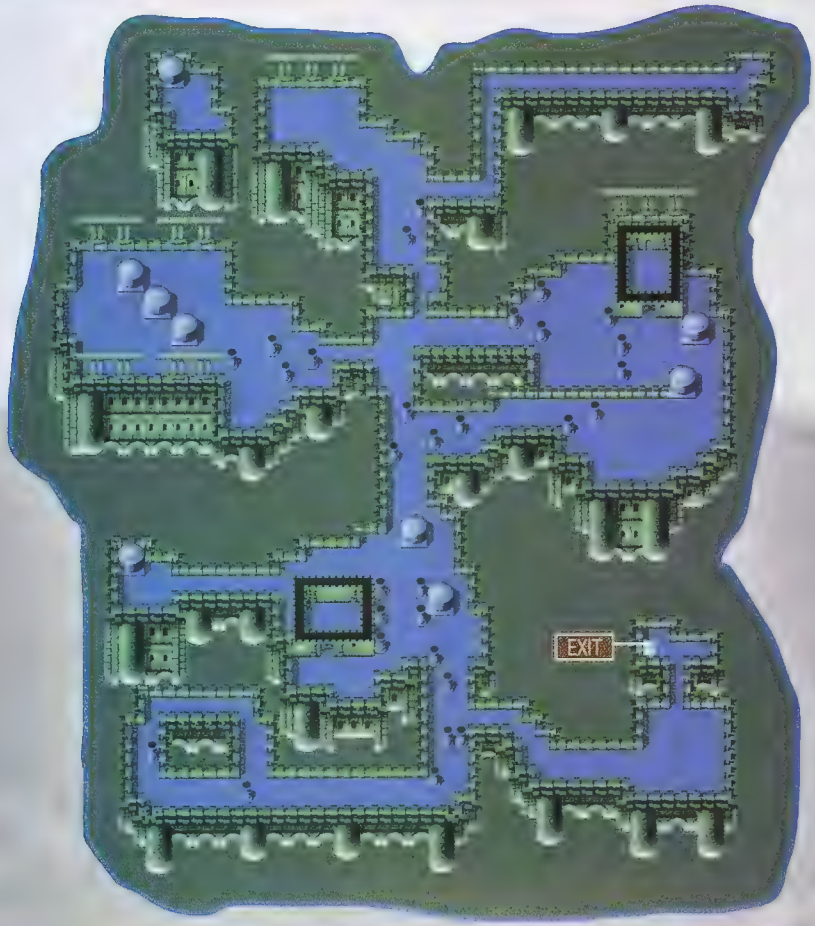
This is a two-stage battle. The intial Scarmiglione uses Thunder, but has few HP and should drop with ease. The resurrected Scarmiglione retains the typical undead weaknesses to Fire and Dia. With pitiful defensive scores in both forms, hack away with melee attacks and watch out for Thunder (first form) and Poison Gas (second form) and this battle should be brief.

HP	ATK	DEF
4000	19	10
MDEF	GIL	EXP
140	0	0
WEAK		
–		

HP	ATK	DEF
7046	46	20
MDEF	GIL	EXP
140	0	0
WEAK		
Fire, Dia		

Lifespring Grotto

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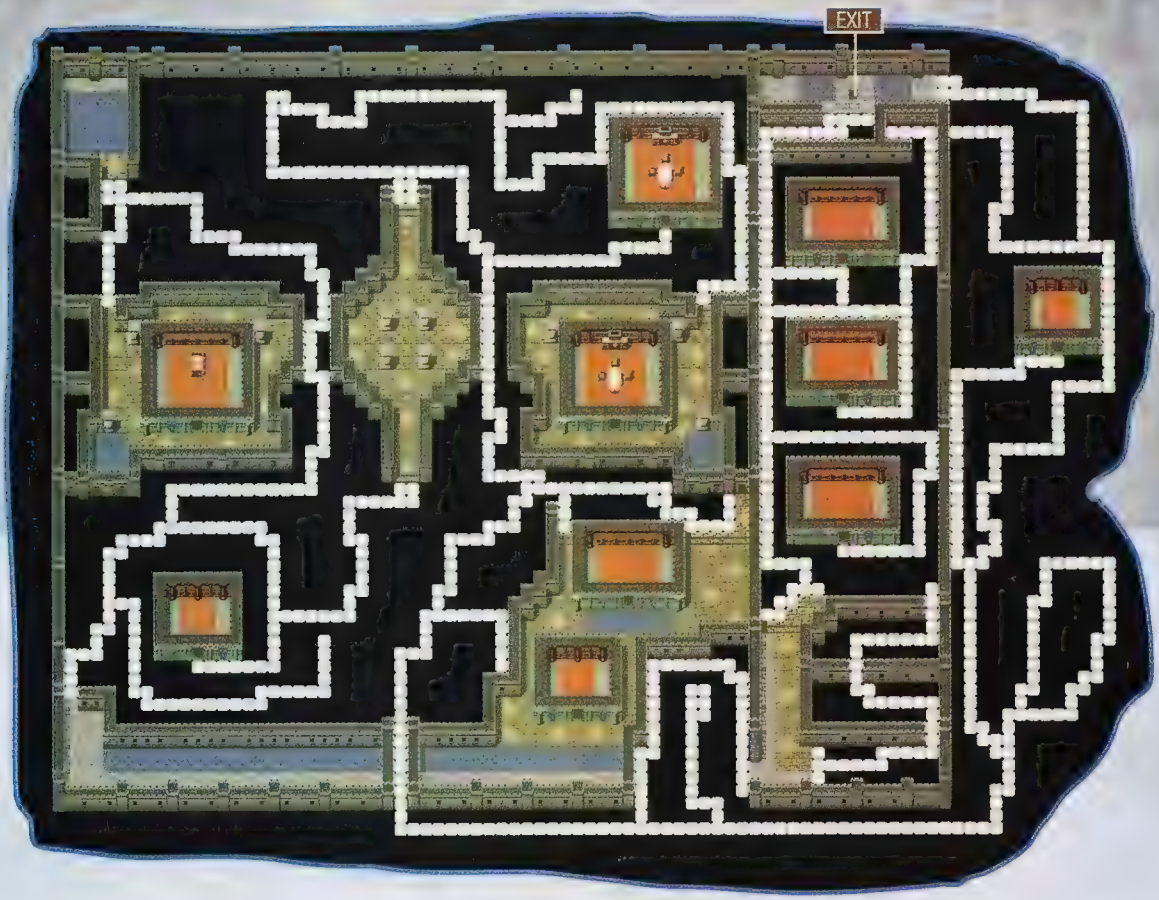
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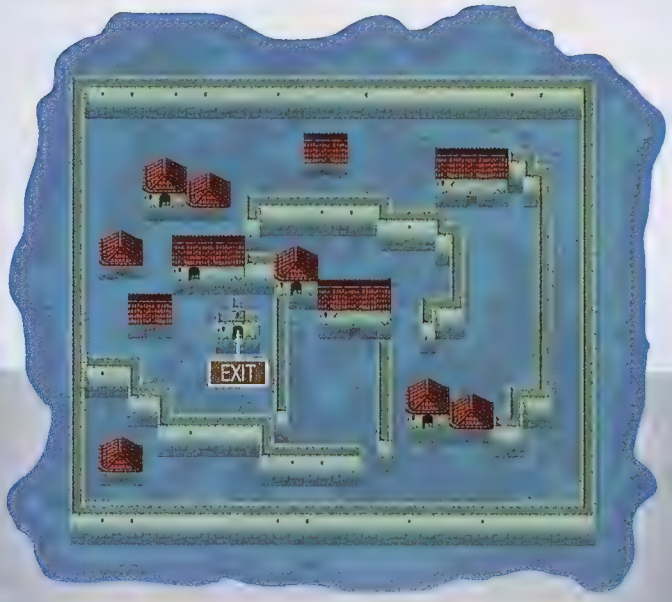
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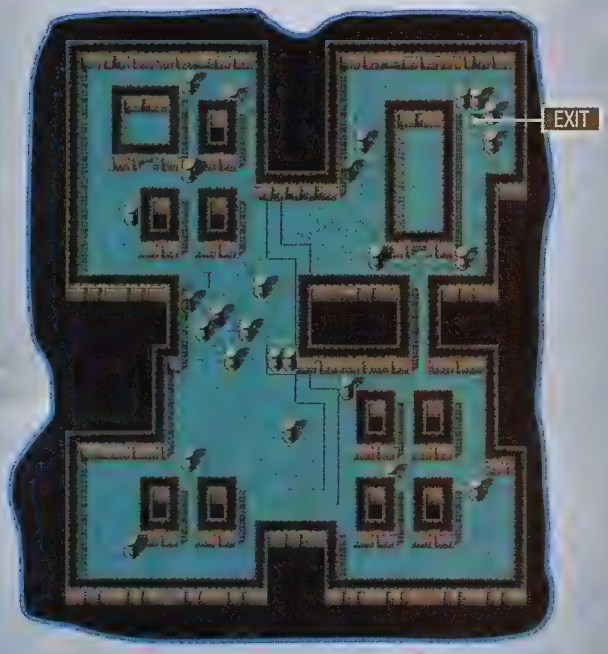
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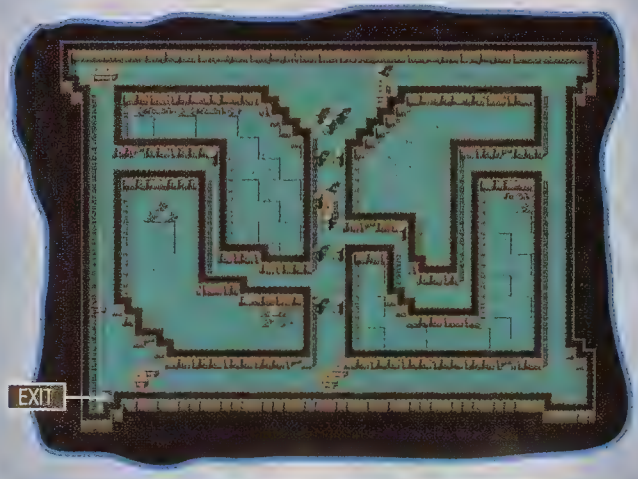
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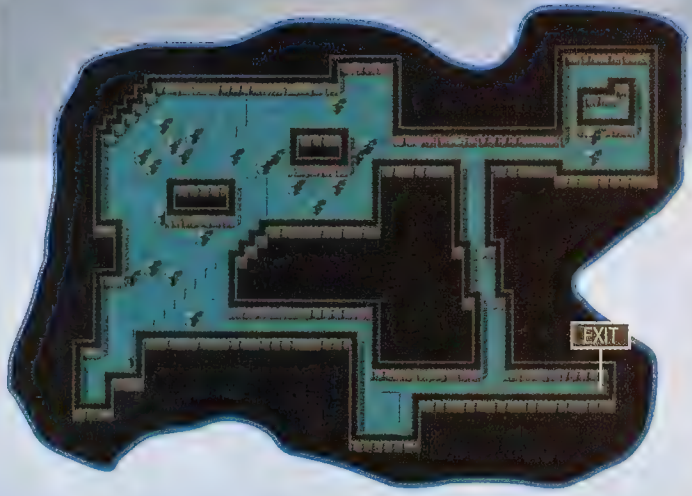
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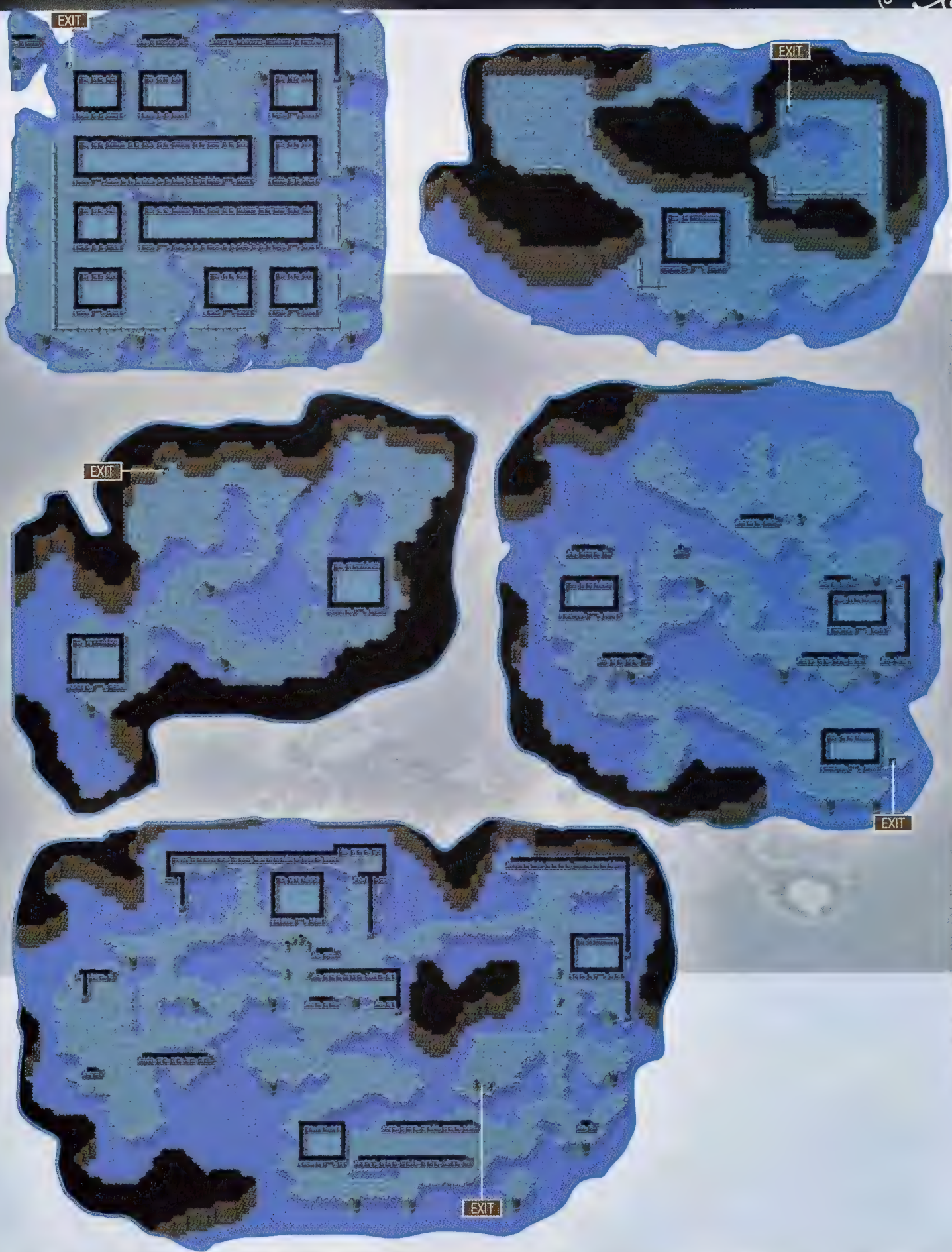
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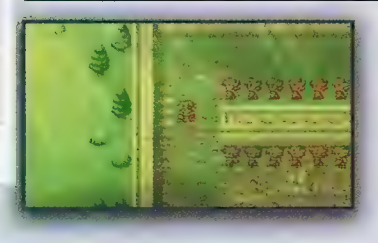
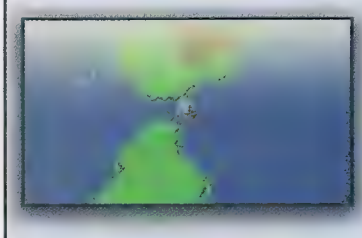
Lifespring Grotto Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Dragon	1600	95	30	200	--	4000	3000
Black Goblin	50	10	4	16	--	300	200
Blue Dragon	454	92	20	200	--	2000	3274
Blue Troll	132	10	20	85	Fire	300	340
Dark Elemental	200	66	20	120	--	780	1500
Dark Eye	450	45	20	156	Lightning	2000	555
Death Elemental	160	35	4	120	--	800	753
Death Manticore	243	22	12	90	--	1200	800
Desertpede	120	35	15	85	--	100	250
Dragon Zombie	268	56	30	135	Fire,Dia	999	2331
Elm Gigas	250	40	15	120	--	850	850
Gloom Widow	71	8	20	40	--	520	140
Green Dragon	352	72	16	200	Ice	5000	4068
Holy Dragon	1374	100	50	200	--	5055	5505
Killer Shark	1200	60	20	120	Lightning	700	2500
Python	85	22	15	50	--	150	200
Red Dragon	248	75	30	200	Ice, Stone, Poison	4000	2904
Revenant	68	20	15	45	Fire, Dia	250	250
Sahagin Queen	100	30	15	80	Lightning	500	500
Silver Dragon	200	53	10	180	--	2000	1800
Skuldier	120	25	6	42	Fire, Dia	80	133
White Dragon	200	53	8	196	Fire, Lightning	2000	1701
Wild Nakk	80	15	20	30	--	60	240
Yellow Dragon	500	50	16	200	--	3000	2400



The entrance to Lifespring Grotto is a whirlpool near the canal created by the dwarves. The only way to enter this area is to use the ship. One of the random levels requires the use of the Canoe; in fact, the party spends the entire level paddling around in the Canoe! Another map's floor is covered with ice shards, which deal damage to the party with every step.

Two of this game's most powerful bosses—Omega and Shinryu—are at the end of Lifespring Grotto. You can only fight one of them per trip (they're on the same level), so plan on at least two visits to Lifespring Grotto. Before embarking on a trip, pick up Tonics from the Desert Caravan to use during the battles and load up on Ethers so the party is at full HP and MP before either encounter.



Dark Bahamut's Dragon Challenge

When you encounter Dark Bahamut, he issues a challenge: defeat a specific number of dragons to pass his trial. You will have fought most of the dragons at this point in the game. The Holy Dragon is the most powerful foe, so don't take it lightly.

A Dance with Density

While there are five total maps filled with dancers in Lifespring Grotto, you will only see three of them during a visit. The first map is static, but there are two choices for the next two locations.

The challenge is moving through the throngs of dancers. Just move in the same direction as the dancers and try to pick up any random chests that appear before moving to the next map.

Seahold and Gilgamesh

The fifth basement of Lifespring Grotto is always the village of Seahold. Speak with the mermaids to determine the location of Gilgamesh. He appears in one of three locations (see map callouts).

Lifespring Grotto Boss Encounters

Before fighting the enemies on B20, Omega and Shinryu, make sure your party is at least level 50 (assuming the party includes a White Wizard). Even at level 50, you should save your progress before fighting either foe.

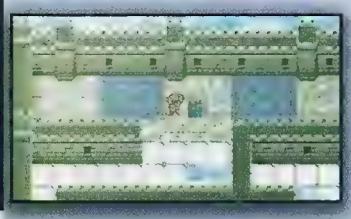
If your party isn't level 50 (if you have a party without a White Wizard, then wait at least 10 more levels and pick up the Sage Staff from Orthos in Whisperwind Cove), then return to the surface through the warp points on B5 or B10 after defeating Gilgamesh or Atomos.

GILGAMESH

HP	ATK	DEF	MDEF
8888	70	50	220
GIL			
0			
EXP			
0			
WEAK			
–			

Gilgamesh has a few tricks up his sleeve, including Protect, Wind Slash, and Excalipur. However, his fast melee attacks can bring down a single character in a flash. Use Invisira and Protera to mitigate the damage, then take him down with powerful melee attacks. Gilgamesh drops **Genji Gloves** after the fight.

The Path Vanishes!



This map consists of a giant castle with rooms that are connected by a fading walkway. Many paths lead nowhere, so study the map to determine which side paths you should avoid.

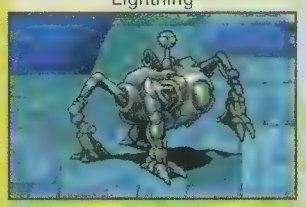
ATOMOS

HP	ATK	DEF	MDEF
13,000	50	70	200
GIL			
0			
EXP			
0			
WEAK			
–			

B10 means an encounter with Atomos, who holds one of the best items in the game—the **Judgment Staff**. Atomos is a formidable opponent who uses Firaga and Comet to damage the entire party, or Wormhole to knock out one character instantly! Use Saber and Haste early in the fight, then dedicate one character to healing the entire party each turn with either spells or items.

OMEGA

HP	ATK	DEF
35,000	115	190
MDEF	GIL	EXP
220	0	0
WEAK		
Lightning		



Settle in for a long fight because Omega's defense is incredible. Protera and Invisira help against Omega's single-target blasts, but there's no real defense against Wave Cannon. Use Healaga every turn if it's available (use the Rune Staff if Healaga isn't an option), and feel free to burn a Megalixir if things get tense. Lightning-based spells inflict decent damage, and let your Knights use some enhanced melee attacks. Until your characters reach level 80 or so, this battle will be a grind. Be patient and you will claim **Mursame** at the end of the fight.

SHINRYU

HP	ATK	DEF	MDEF
35,000	220	60	220
GIL			
0			
EXP			
0			
WEAK			
–			

Use Protera immediately and consider multiple applications of Invisira to counteract Shinryu's unbelievable 220 attack power. Fortunately, Shinryu's physical defense is relatively low, so pass around Haste and Giant's Gloves to the melee-based characters in the party. You may want to use two characters to attack while the other two heal every turn. Just as with Omega, defeating Shinryu won't happen quickly so don't give up if the fight continues to drag on. Keep in mind that the prize at the end is the mighty sword **Ragnarok**!

Whisperwind Cove

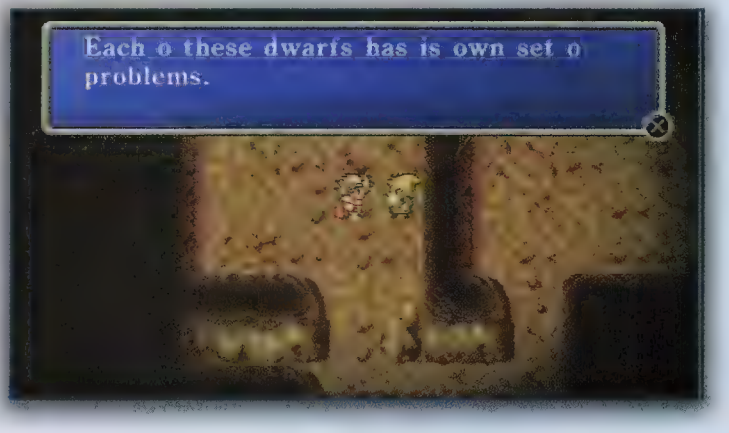
Whisperwind Cove Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Dragon	1600	95	30	200	--	4000	3000
Black Goblin	50	10	4	16	--	300	200
Blood Tiger	213	22	16	90	--	100	300
Bloody Eye	720	100	80	160	--	2	2000
Bonesnatch	500	45	12	81	Fire, Dia	800	500
Catoblepas	200	30	20	100	--	800	1500
Dark Elemental	200	66	20	120	--	780	1500
Dark Wolf	360	30	25	50	--	75	300
Death Elemental	160	35	4	120	--	800	753
Death Manticore	243	22	12	90	--	1200	800
Desertpede	120	35	15	85	--	100	250
Devil Wizard	700	50	50	180	--	3800	3800
Duel Knight	520	60	50	140	--	4300	1200
Earth Plant	675	35	60	170	--	300	4440
Earth Troll	566	50	45	100	Fire	542	1200
Elm Gigas	250	40	15	120	--	850	850
Flare Gigas	1050	80	30	150	--	2000	2000
Flood Gigas	400	45	10	50	--	1500	300
Gloom Widow	71	8	20	40	--	520	140
Hundlegs	235	40	20	120	--	200	1000
Knocker	450	40	40	23	--	500	500
Mad Ogre	1000	75	40	50	--	1000	1000
Mage Chimera	600	55	30	150	Ice	4500	5000
Mythril Golem	848	84	160	170	--	6000	6000
Pharaoh	1220	75	44	92	Fire, Dia	1542	1542
Poison Eagle	200	30	5	52	--	555	500
Prototype	1500	85	45	150	Lightning	1000	2000
Python	85	22	15	50	--	150	200
Reaper	350	90	20	200	Fire, Dia	1000	1000
Red Flan	390	50	255	80	Fire, Ice	500	1110
Revenant	68	20	15	45	Fire, Dia	250	250
Rock Gargoyle	337	30	72	130	--	50	120
Sekhret	1400	110	25	116	--	1300	1300
Skuldier	120	25	6	42	Fire, Dia	80	133
Squidraken	480	40	32	160	--	888	888
Undergrounder	690	75	50	190	--	1300	2500
Unicorn	150	20	8	80	Ice	300	500
Vampire	280	76	26	75	Fire, Dia	2000	1200
Wild Nakk	80	15	20	30	--	60	240
Yamatano Orochi	1068	50	42	180	--	800	4050
Yellow Dragon	500	50	16	200	--	3000	2400
Yellow Ogre	150	25	15	60	--	250	300

The good news about Whisperwind Cove is that, unlike the other bonus dungeons, you can face all four bosses during a single trip. The bad news is that Whisperwind Cove contains 40 levels! The levels are encountered randomly, save the final level that always contains the encounter with Death Gaze.

Dwarven Barter System

To continue past this level, you must obtain a star ruby and give it to the giant blocking the path. To accomplish this task, speak with the dwarves around the level and make note of which item each one desires. One dwarf has the item that starts the chain of events (it's randomly determined), so when you have that it's a matter of speaking with the next dwarf in the chain to advance. The final dwarf hands over the star ruby.



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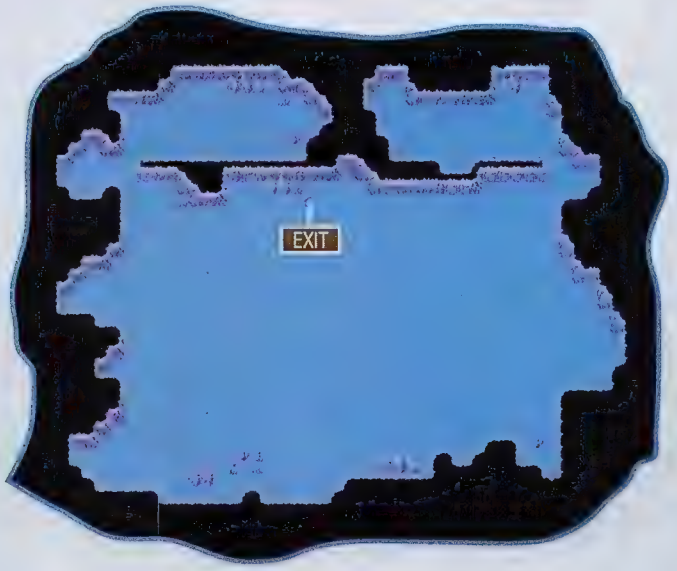
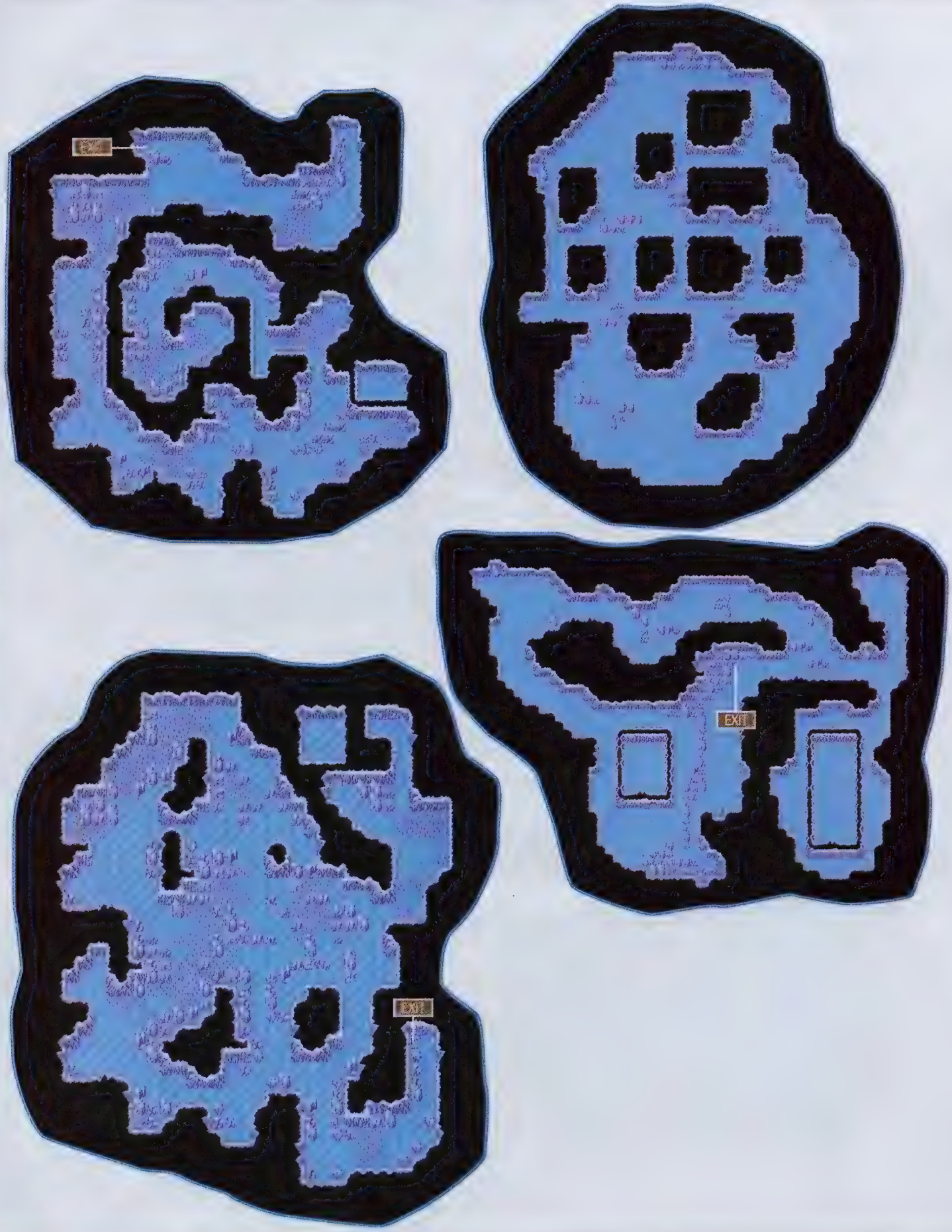
Beaver Herder

Speak with the lone man amongst the throng of giant beavers. He asks for a certain number of beavers to be moved to each side of the room. Upon doing this, he opens the portal to the next map.

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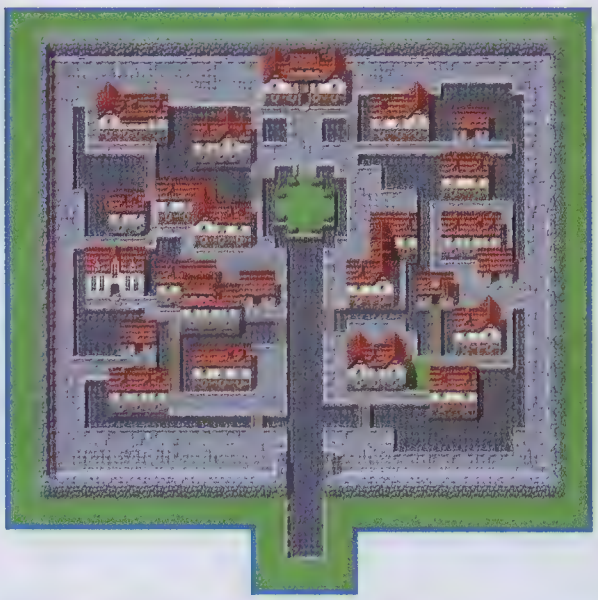
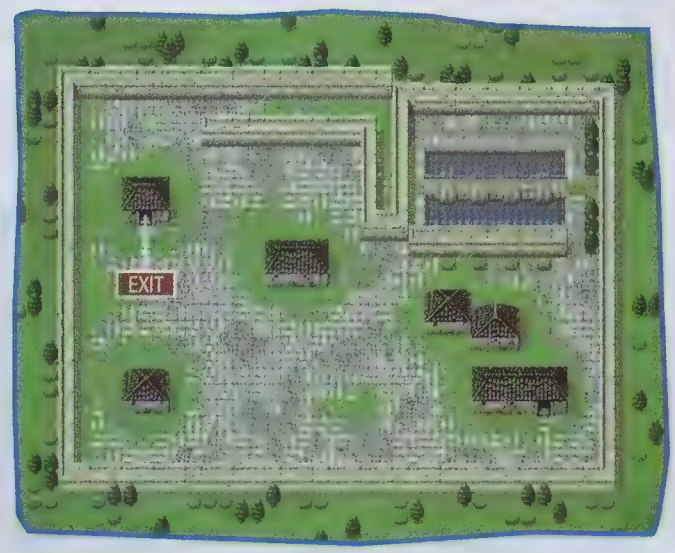
Hotfoot

These two maps are almost entirely covered with lava. To restore the party's HP, walk around the stony areas to start a battle and use the Healing Staff and Healing Helm to conserve MP. Of course, with enough Ethers in your inventory, MP conservation isn't as much of a priority.

Shopping Destinations

There are two maps that offer both shops and Inns to restore the party's HP and MP. The Inns are pricey at 1000 gil, but gil is likely not a concern at this point. There are items for sale in these towns that are otherwise typically difficult to obtain or are available one time only in a chest or from defeating a boss. The mages have a static inventory, offering all levels of both types of magic as well as item, weapon, and armor shops.





Mage Town Shop Data

Weapon Shop

Item	COST	ATK	ACC	CLASS
Wizard's Staff	50,000 gil	+15	+15	
Thor's Hammer	40,000 gil	+18	+15	
Healing Staff	25,000 gil	+6	0	
Mage's Staff	25,000 gil	+12	+10	
Light Axe	10,000 gil	+28	+15	

Armor Shop

Item	COST	DEF	EVA	WGT	CLASS
White Robe	25,000 gil	+24	2	-2	
Black Robe	25,000 gil	+24	2	-2	
Protect Cloak	20,000 gil	+8	2	-2	
Protect Ring	16,000 gil	+8	1	-1	
Gauntlets	15,000 gil	+6	3	-3	

Item Shop

ITEM	COST
Light Curtain	1000 gil
Red Curtain	300 gil
White Curtain	300 gil
Blue Curtain	300 gil
Lunar Curtain	500 gil

Whisperwind Cove Town Shop Data

Item Shop

Floors B1-B9

Item	COST	DEF	EVA	WT	CLASS
Hi-Potion	150				
Protect Drink	1000				
Bard's Tunic	67,300	+20	-3	3	

Item	COST	ATK	ACC	CLASS
Gladius	73,900	+23	+30	
Duel Rapier	75,900	+27	+30	

Floors B11-B19

Item	COST	DEF	EVA	WT	CLASS
Turbo Ether	500				
Phoenix Down	500				
Sage's Surplice	70,000	+25	-2	2	

Item	COST	ATK	ACC	CLASS
Viking Axe	43,300	+25	+10	
Mage Masher	69,700	+20	+30	

Floors B21-B29

Item	COST	DEF	EVA	WT	CLASS
Remedy	1500				
Kenpogi	61,200	+28	-1	-1	
Zephyr Cape	51,000	+4	+9	1	
Wizard's Hat	46,600	+4	-1	1	

Item	COST	ATK	ACC	CLASS
Kotetsu	55,900	+22	+20	

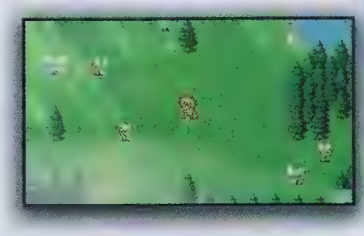
Floors B31-B39

Item	COST	DEF	EVA	WT	CLASS
Hermes' Shoes	6500				
Elven Cloak	55,800	+9	0	1	
Sage's Mitre	45,200	+5	-1	1	

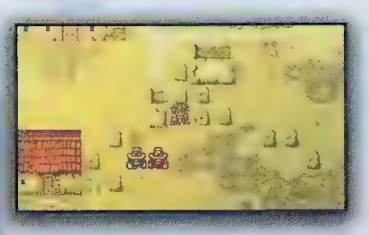
Item	COST	ATK	ACC	CLASS
Ogrekiller	37,100	+30	0	
War Hammer	38,000	+30	0	

Faerie Town

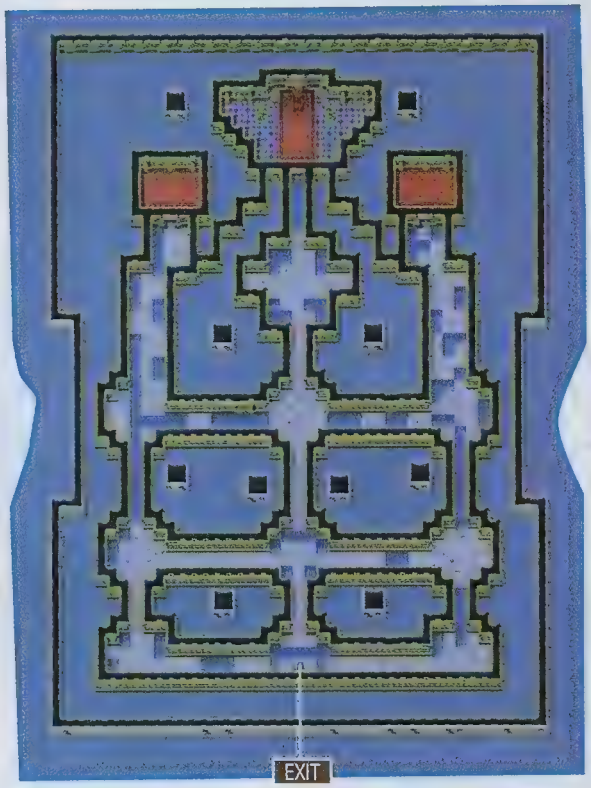
The town is full of faeries. Some of them are helpful (restoring the party's HP and MP), while others drain the party's MP entirely and leave everyone's HP at 1! If the entire party is close enough to full health (there are still random encounters on this map), then don't speak to any of the faeries except the one nearest the exit, who opens the path to the stairs.

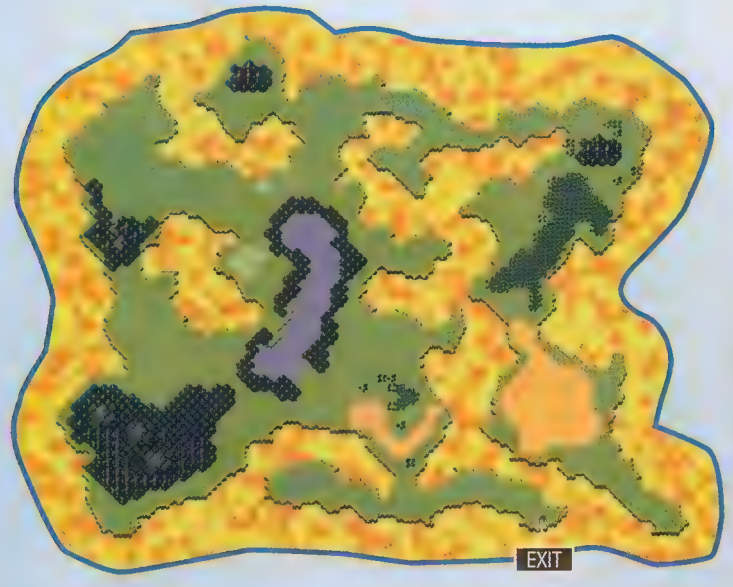


Spare Parts



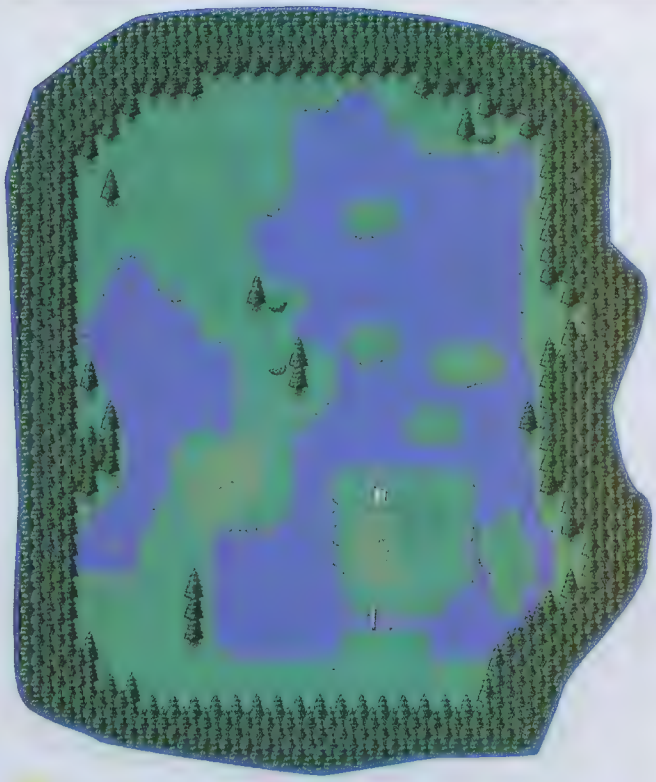
Speak with the lone functioning robot (the silver one), then search through the pieces scattered around the area until two parts (the parts and their locations are random) are discovered. Return to the original robot, who reveals the exit from this map.





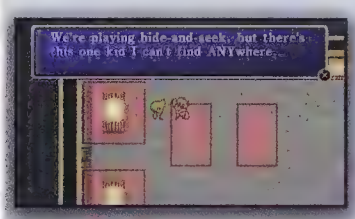
New Place, Old Enemies

Speak with the creatures wandering around to start a fight. These fights are manageable at this point in the game, but you must clear out the inhabitants to open the stairway.



Hide-and-Seek

When you encounter a child who is playing hide-and-seek, you must help find the final kid who is proving elusive. This red-headed master of hiding is in the center of town in one of three locations. Use the information on where the various doors lead to find the rascal, then return to the first child who reveals the way to the exit.



WARP BY NUMBER

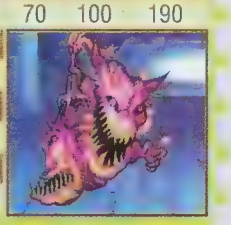
1 → 20	8 → 7	15 → 21
2 → 14	9 → 5	16 → 19
3 → 11	10 → 20	17 → 20
4 → 15	11 → 1	18 → 12
5 → 9	12 → 3	19 → 4
6 → 15	13 → 16	20 → 10
7 → 8	14 → 6	21 → 13

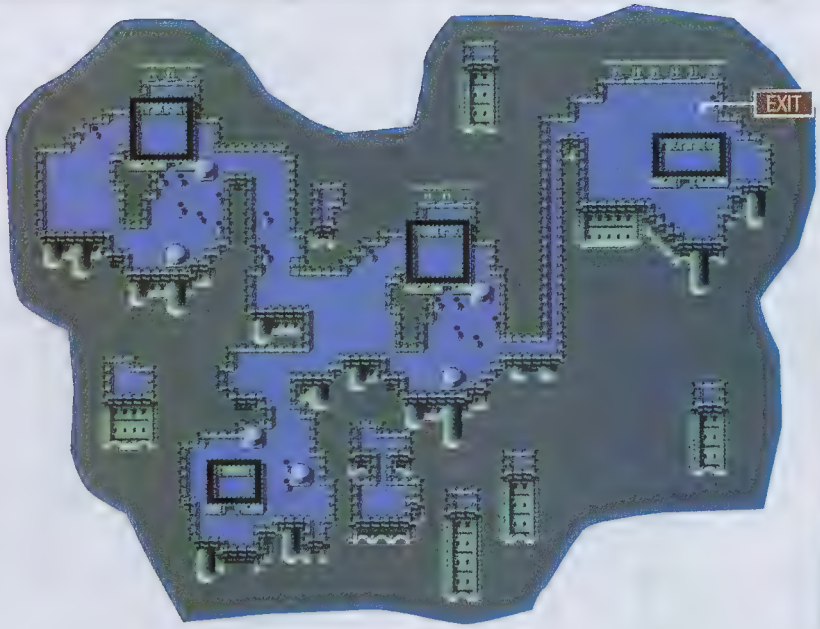
TYPHON

Typhon's vulnerability to Ice opens up opportunities for Black and Red Wizards, but don't deviate from the enhanced melee attacking that works so well against every boss. The reward for defeating Typhon is the **Genji Helm**.

HP	ATK	DEF	MDEF
10,000	70	100	190

GIL	EXP	WEAK
0	0	Ice

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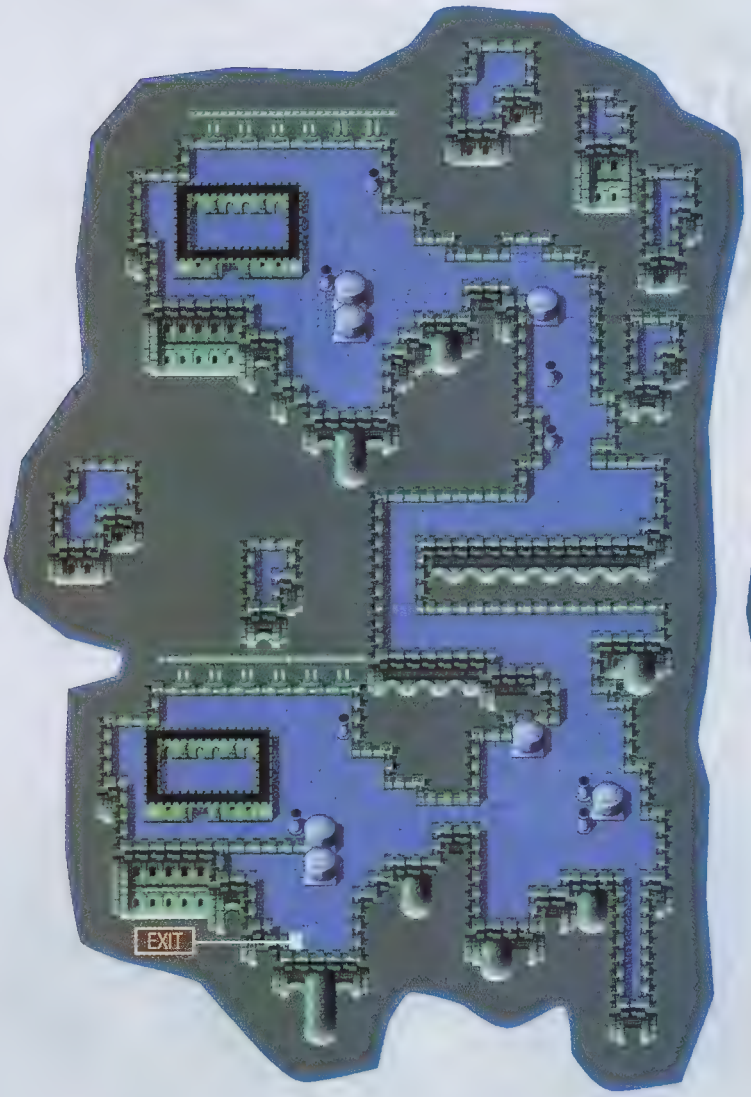
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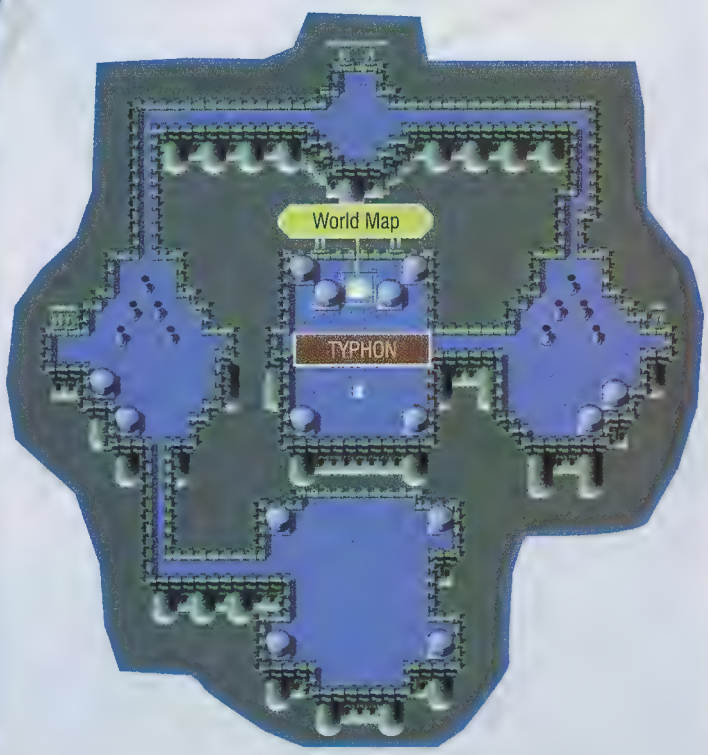
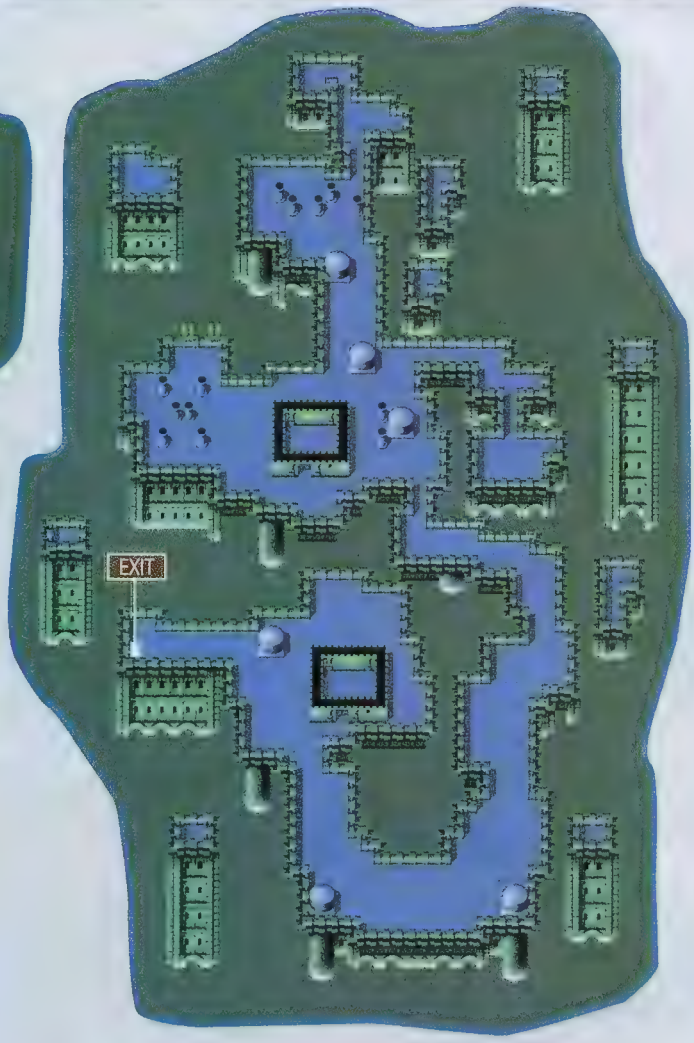

World Map
TYPHON



ORTHROS

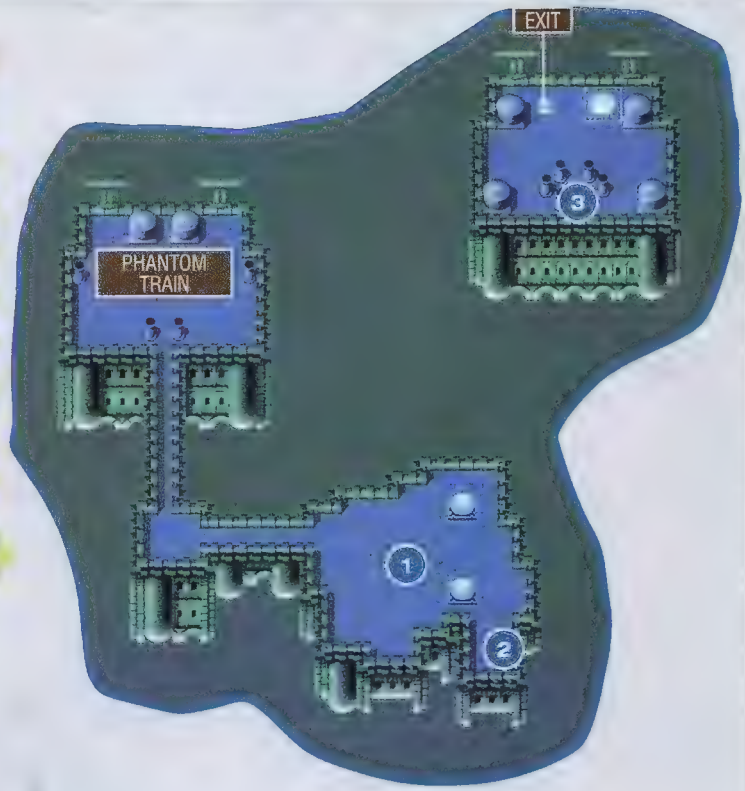
Don't bother with any magical attacks against Orthros. With a 40 Defense, he's not the easiest target for melee attacks. He uses Ink during battle, but most parties should already be safe from status effects. The **Rune Staff** dropped by Orthros is a big step up from the Healing Staff, especially if you're playing without a White Wizard in your party.

HP	ATK	DEF
17,000	60	40
MDEF	GIL	EXP
180	0	0
WEAK		
Fire, Lightning		

PHANTOM TRAIN

Phantom Train hits hard, so open up with Invisira and Protera to minimize the damage dealt to the party. Keep everyone's health up and watch out for the boss's Acid Rain ability.

HP	ATK	DEF
9999	200	80
MDEF	GIL	EXP
180	0	0
WEAK		
Fire, Dia		



DEATH GAZE

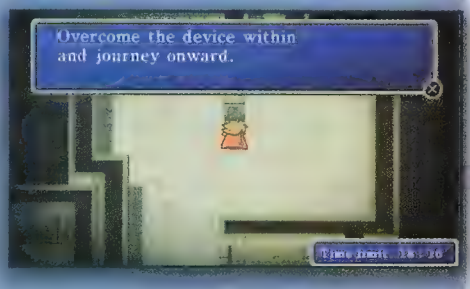
Death Gaze uses a variety of painful spells, including Death and Kill. Protect Rings and other similar pieces of equipment go a long way in this fight. If your inventory includes any Tonics, then use them. Any extra HP, attack, or agility is a welcome addition. Defeat Death Gaze to pick up the **Lightbringer** (Death Gaze drops it) and **Ultima Weapon** from the chest near the warp point that leads back to the surface world.

HP	ATK	DEF
30,000	90	150
MDEF	GIL	EXP
220	0	0
WEAK		
Fire, Dia		

Labyrinth of Time

The Labyrinth of Time is comprised of 30 floors filled with challenging puzzles, capped off with an intense boss battle. In any given run through the Labyrinth of Time, you must clear seven to 10 floors (the party always starts in a Modern Maze). In addition, the boss at the end changes depending on your performance in solving the puzzles. The Save feature is disabled in the Labyrinth of Time, as are any spells and items that transport the party out of the dungeon.

To gain access to the Labyrinth of Time, you must have completed the main story up to the point where you're ready to go back in time to fight Chaos. Talk to the cloaked figure in Cornelia, and it will leave town through the south exit. Next, follow the cloaked figure to the back of the Chaos Shrine and examine the miasma emanating from the back wall to open a doorway. Walk into the column of light after listening to what the cloaked figure has to say.



Each level within the labyrinth begins with the Light of Time providing a list of abilities to sacrifice and the amount of time gained through the sacrifice. If you are so inclined, you may choose to sacrifice fewer abilities than the number given and have less time to complete a floor. Each floor is then activated by examining the stone tablet located somewhere on that floor. It's usually near the entrance, but not always, so look carefully. Time will continue to count down even while you're looking for the tablet, so find it as quickly as possible.

Enemy Encounters

The enemies that patrol the Labyrinth of Time are the same ones you've encountered throughout the bonus dungeons. The only new enemy is Chronodia, who awaits in the Space in Time.

Complete the level's challenge with time remaining to break the blue seal. It's still possible to complete the floor's challenge after time expires, but the party loses HP and MP for every second after and enemy encounters occur more often. Completing a challenge after time has expired breaks the red seal.

Abilities for Time

The following is the complete list of abilities that may be sacrificed.

No Fight command	On the Battle screen, Fight is unavailable as a course of action.
No Magic command No White Magic command No Black Magic command	Only one of the No Magic/White Magic/Black Magic options can be sacrificed at a time. Magic becomes unavailable as a choice on the dungeon map and the Battle screen if Magic is sacrificed. Sacrificing White or Black Magic leaves Magic as an option, but the spells of the selected color are grayed out.
No Item command No recovery items No attack items	Only one of the No Item/recovery items/attack items options can be sacrificed at a time. Sacrificing the Items command means no items are available for use. Recovery items are the items that restore health or remove status effects. Attack items are the items usable only in combat (such as Fangs). Equippable items that are used to produce an effect aren't part of either list, so you lose their use only if the Item command option is sacrificed.
No Flee command	The party cannot run from a battle once it begins.
No Dash ability	The party moves at a walking speed at all times.
Attack halved	Each character's Attack score is reduced.
Defense halved	Each character's Defense score is reduced.
Accuracy halved	Each character's Accuracy is reduced.
Evasion halved	Each character's Evasion is reduced.
Intelligence halved	Each character's Intelligence is reduced.

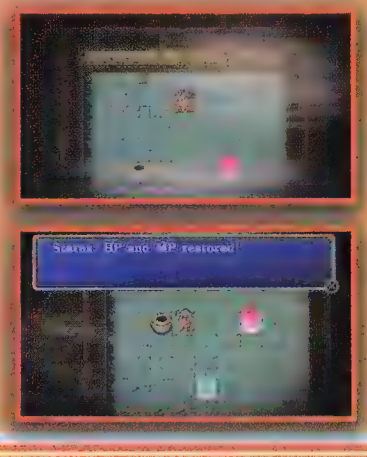
Breaking Blue Seals

If your goal is to complete the challenges within the time limit, then keep the following in mind:

- **DON'T GIVE UP DASH:** You're racing the clock; walking speed is not an option.
- **DON'T GIVE UP FLEE AND DON'T STOP TO FIGHT:** Battles waste time, so skip them when possible. Time continues to count down during battles.
- **IF YOU DON'T NEED TO FIGHT, GIVE UP OFFENSE:** If you need time, drop offensive (Attack, Accuracy, and Intelligence) stats. You can run away from fights, but characters might get KO'd in one shot if their Defense and Evasion are too low.
- **SET THE CURSOR TO MEMORY:** If you're forced to fight, save time by having your selections carry over between rounds.
- **MAGIC IS EXPENDABLE WITH THE RIGHT ITEMS:** With the Healing Staff and Healing Helms, Judgment Staff, Lightbringer and the like available, you don't need a Magic command.
- **REVISIT THE LIGHT OF TIME AFTER TIME EXPIRES:** Buy a bit more time by giving up additional abilities.

Inner Sanctum

An Inner Sanctum is a rest area that appears randomly during a trip through the Labyrinth of Time. The pots on the floor restore the party's HP and MP. The blue column of light leads to the next level, while the red column of light serves as an exit to the start of the Labyrinth. This is the only way to exit the Labyrinth (short of defeating the final boss) and save any progress you've made.



MODERN MAZE

1. Faerie's Frolic

SACRIFICE LIST—PICK 1

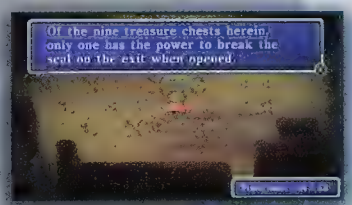
No Magic command

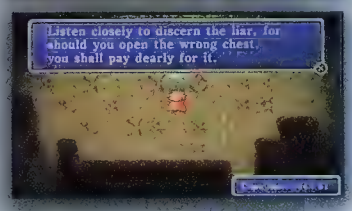
No Item command

No Flee command

Watch the first faerie's movement closely. You must find this specific faerie from a group of five based solely on how it moves. Picking the wrong faerie results in the quintent retreating, changing positions, and returning. You lose nothing for an incorrect selection except the time it takes for the faeries to shuffle around off-screen.

2. Faerie's Farce





SACRIFICE LIST—PICK 1

No Fight command

No Magic command

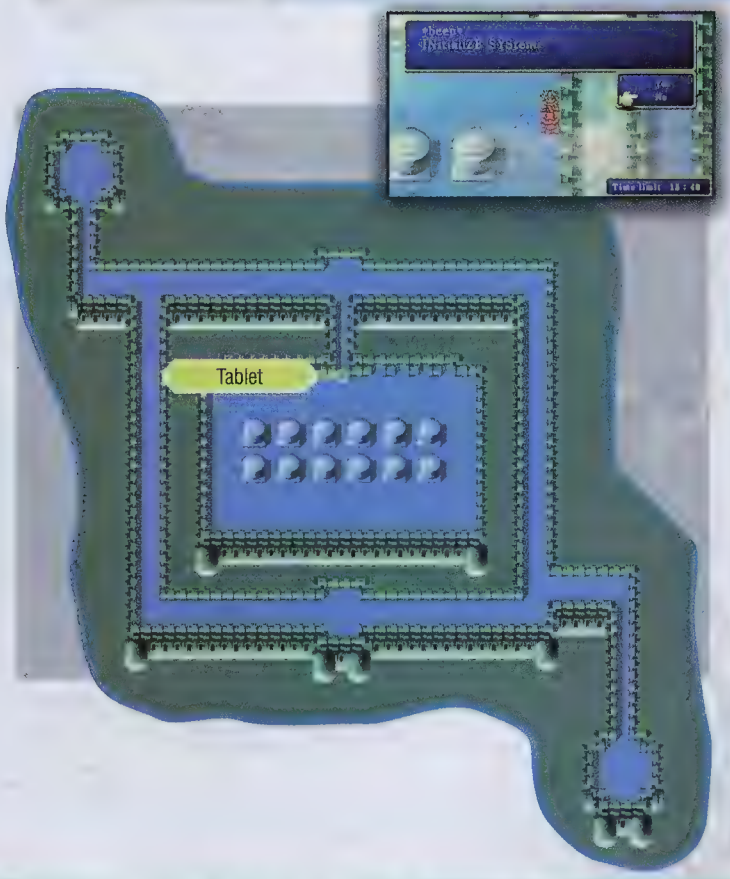
No Flee command

No Dash ability

There are nine chests but only one chest contains the key to break the seal. The seven faeries in this area provide hints; all but one of them are telling the truth.

The easiest way to discern the one not telling the truth is to speak with all the faeries. There should be at least one who contradicts what two others have said. Piece together the remaining clues, open the correct chest, and the party is ready to continue. If you select the wrong chest, the remaining time is cut in half.

3. Neat and Tidy



The goal is to push the stones into the open spots in the north wall. Any stone that is moved and touches a robot is destroyed. Speaking with a robot at any time resets the stones that have been destroyed. Stones that have been correctly placed will remain where they are.

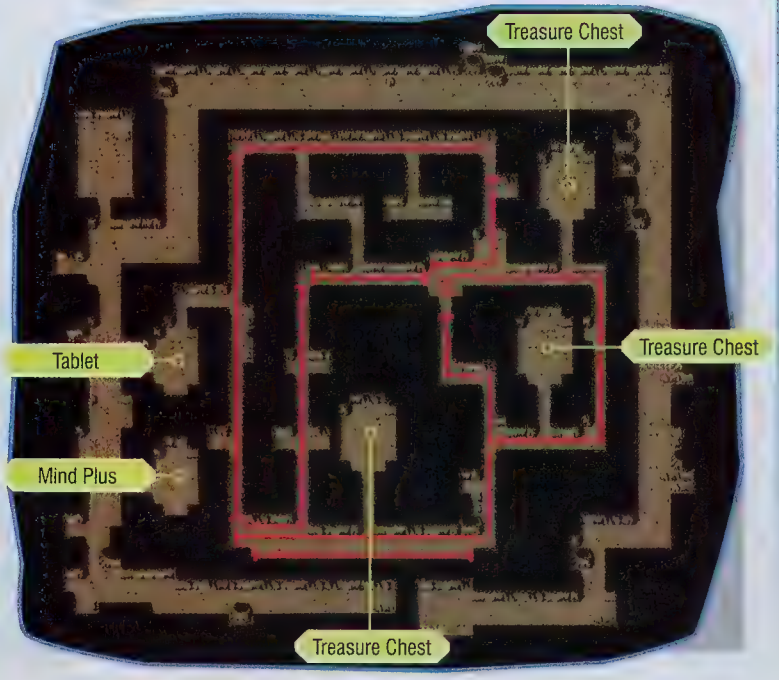
You can complete this maze fairly quickly, so don't go overboard and drop abilities for the sake of time. Minimize the east and west movement of the stones while pushing them northward. Doing so means another stone will make a longer trip before being placed. Longer trips increase the chance of touching the wandering robots and a greater chance that you must reset the puzzle.

SACRIFICE LIST—PICK 7

- No Magic command
- No White Magic command
- No Black Magic command
- No Item command
- No recovery items
- No attack items
- No Flee command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

MEDIEVAL DUNGEON

4. The Guardian



The key that unlocks the exit is hidden in one of three chests scattered in the area. The dragons act as security guards, moving in different directions and occasionally at different speeds. The dragons move in somewhat predictable patterns, but there is some variance in their timing.

You don't have to touch a dragon for them to detect the party. As long as the dragon is facing the proper direction and is within three paces, the dragon will find the party. If your party gets discovered, they are returned to the starting point and the dragons' positions are reset. Try to memorize the dragons' paths and scurry past them when their backs are turned.

SACRIFICE LIST—PICK 1

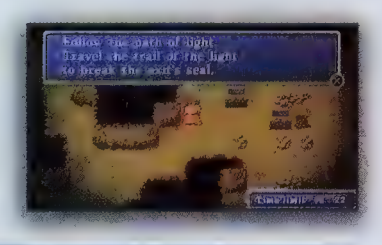
- No Fight command
- No Magic command
- No White Magic command
- No Black Magic command
- No Item command
- No recovery items
- No attack items
- No Dash ability

5. Path of Light

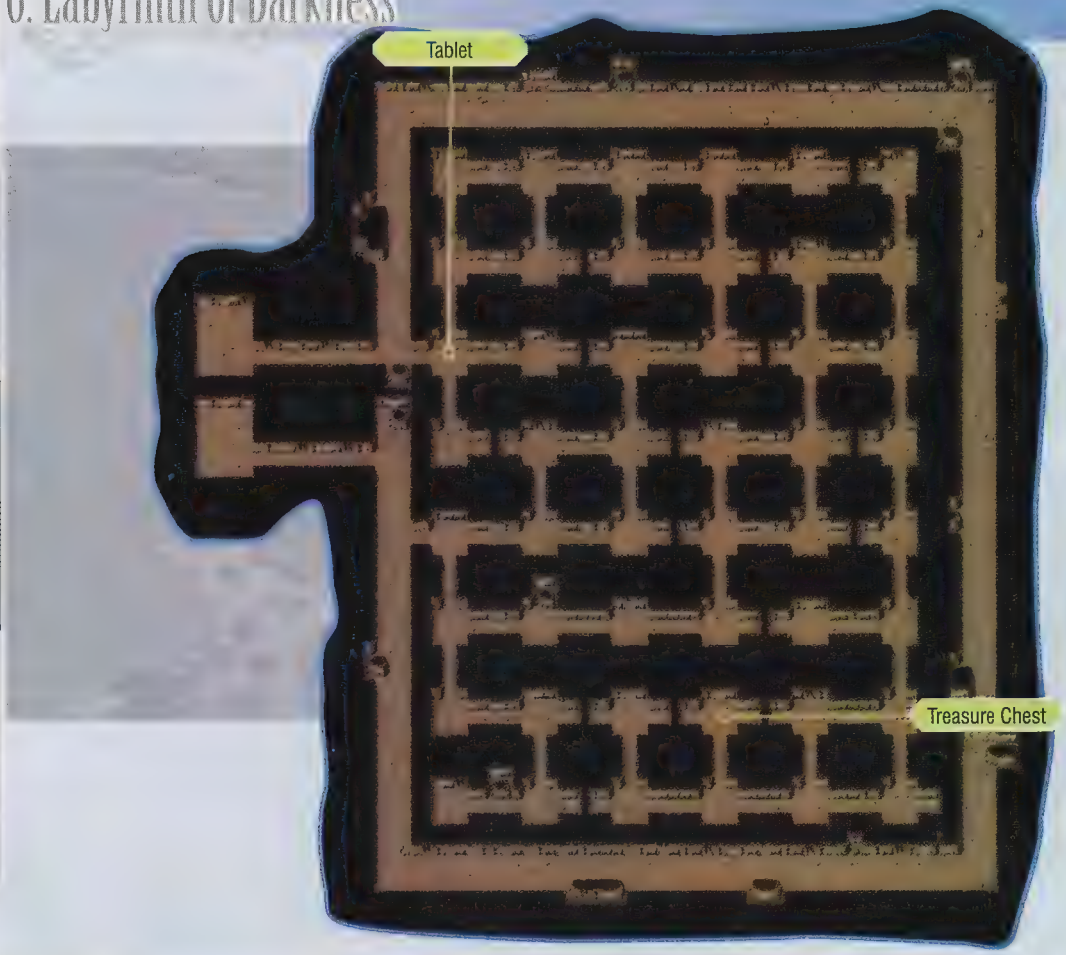
SACRIFICE LIST—PICK 2

- No Magic command
- No Item command
- No Flee command
- No Dash ability

Watch the ball of light travel around the area and follow its path. If you take the wrong path at any point, the light re-appears and shows the correct path again. The path changes if you reset the puzzle, so pay attention each time the light makes its circuit.



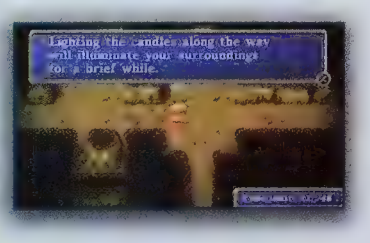
6. Labyrinth of Darkness



SACRIFICE LIST—PICK 2

- No Fight command
- No Magic command
- No Flee command
- No Dash ability

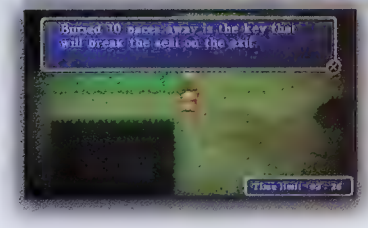
Light the candles to create a greater sphere of light. The chest never moves, so if you know where to find it, there's no real need to light the candles.



7. Scavenger Hunt

SACRIFICE LIST—PICK 3

- No White Magic command
- No Item command
- No recovery items
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Intelligence halved



After the tablet provides the distance to the buried key, use individual taps on the controller to move since this allows you to count the number of steps taken. Turning off Dash may make counting your steps in this manner easier. If you dig in the wrong spot, there may be an enemy encounter and the game provides an updated distance to the key. Keep in mind that diagonal movement isn't allowed in *Final Fantasy*, so one square away diagonally is actually two steps.

8. March of Souls

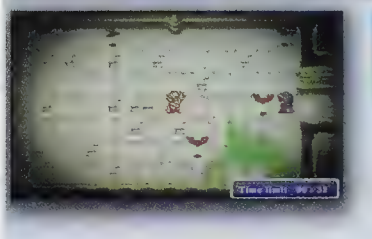
SACRIFICE LIST—PICK 3

- No White Magic command
- No Item command
- No recovery items
- No Flee command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Intelligence halved

Speak with the cloaked figure to start a parade of 10 characters encountered previously in *Final Fantasy*. The cloaked figure asks three multiple-choice questions that you must answer correctly. If you miss any, the cycle starts over with a new set of characters marching between the balls of fire.

Unless you have a terrific memory, take some notes (a pen and paper works well here) and devise a shorthand system to note the order of the characters. With the information in front of you, answering the questions should be a breeze.

9. The Bat Cave



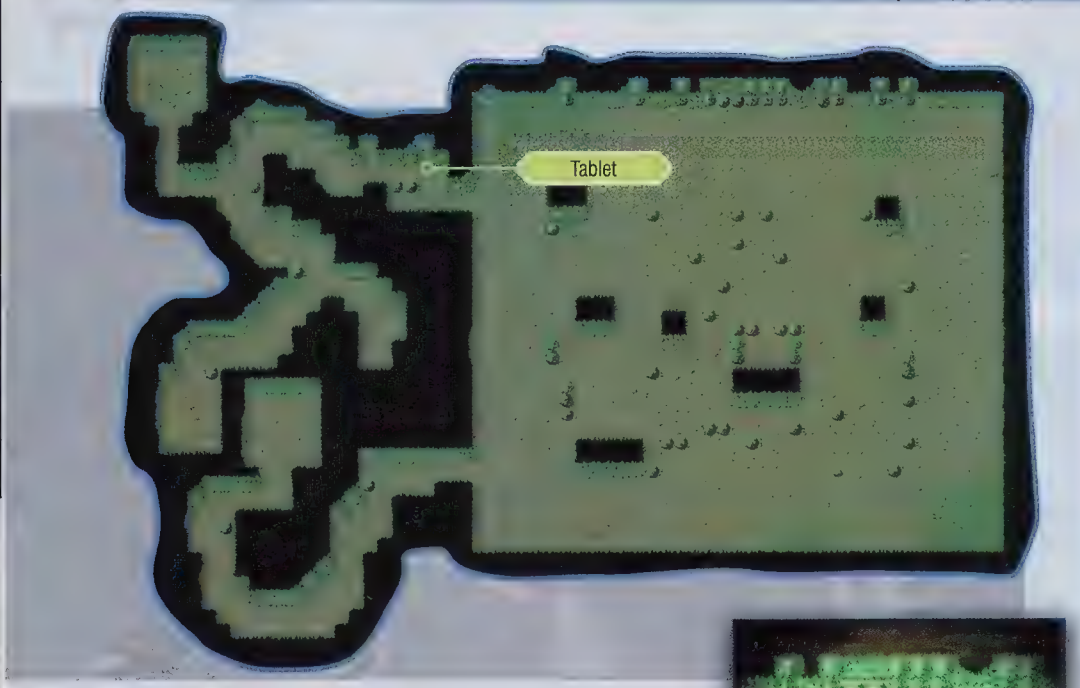
This is a counting exercise. Take note of the total number of bats, the number of stationary bats and the number of bats in motion. Answer the single question at the end to break the seal.

SACRIFICE LIST—PICK 7

- No Fight command
- No White Magic command
- No Item command
- No recovery items
- No attack items
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

ANCIENT CATACOMB

10. Bat-a-bing!



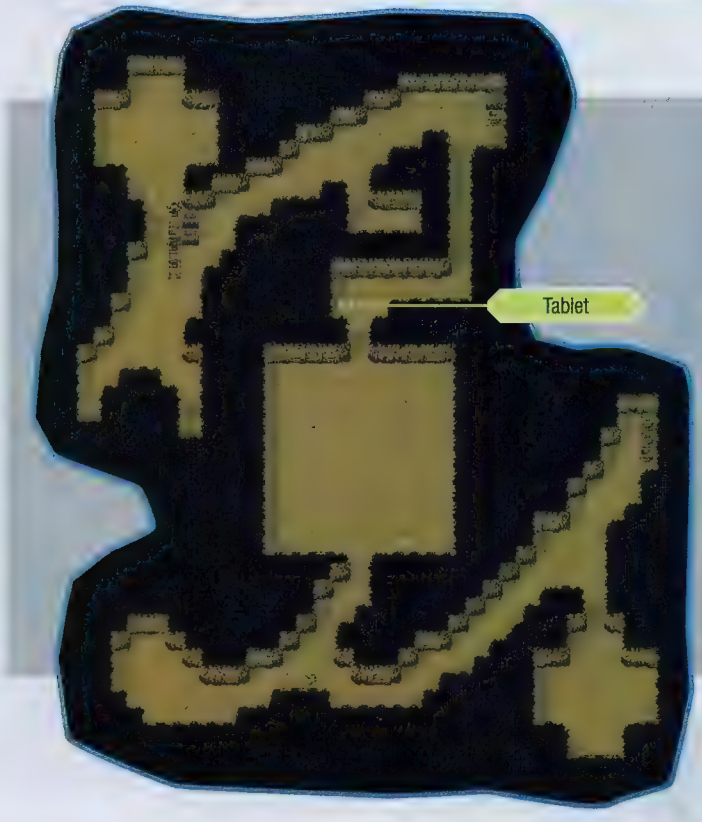
SACRIFICE LIST—PICK 2

- No Fight command
- No Magic command
- No Flee command
- No Dash ability

The bats must go into the center area. Stand at the entrance to the area and use the bat's logic (turning right with a collision) to backtrack through the path the bats must follow to enter the center area.

If you don't want to break the blue seal, start at the top-center of the room and wait for the bats to veer away from the party. Take one step back and wait for their return and repeat this process. This trial-and-error method is excruciatingly slow, but you will find the solution eventually.

11. Trial by Fire



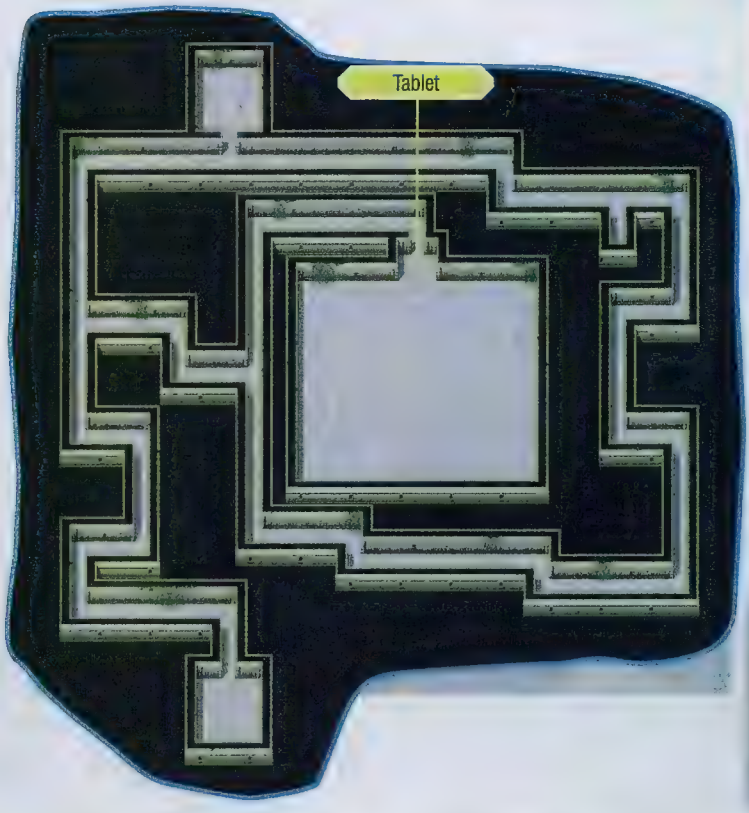
SACRIFICE LIST—PICK 3

- No Fight command
- No Magic command
- No Item command
- No Dash ability

Interacting with a candle switches the candles around it (above and below, left and right) from off to on, or on to off. The goal is to have all the candles lit at the same time.

There is a random number of candles burning when the challenge begins. The key to solving this puzzle is lighting the most candles with the fewest touches. The solution should not include switching an already lit candle off, then re-lighting it. If you're stuck with a single candle still unlit, leave the puzzle area and restart the puzzle.

12. Fire Drill



Read the tablets and light the appropriate candles in the four-by-four grid. The tablets provide clues as to which candles to light to break the seal.

Start off by reading the tablets to determine how many candles you must light. If any tablet says to light all of the candles, do so immediately. If any tablet indicates to light three consecutive candles, light the center pair immediately. Fire Drill becomes tricky when every tablet asks for you to light either alternating or a single candle. If this occurs, trial-and-error may be required to solve this puzzle.

SACRIFICE LIST—PICK 5

- No Fight command
- No Magic command
- No White Magic command
- No Black Magic command
- No Flee command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

13. Specter Inspector

Five specters appear on-screen, then walk off-screen. When they return, one of the five is a different character. Speak with that character to continue. The next set of specters is twice the size of the first group, but the challenge is the same.

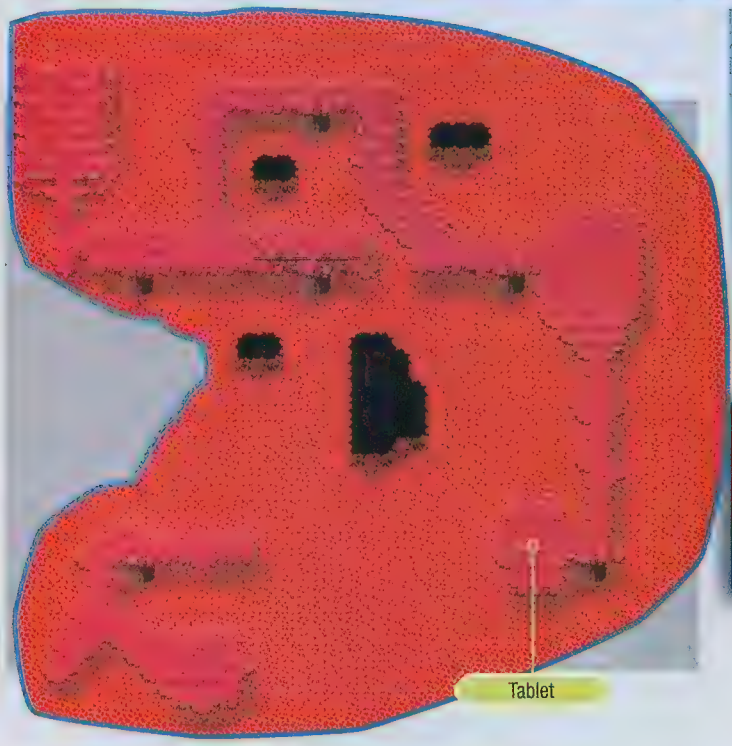
The third group consists of only three specters, but they change the direction faced, not their appearance. The fourth group has five characters; however, the challenge is the same as the one for the previous group. The final challenge has 10 specters and the change could be either a slightly changed character model, or a specter has changed the way it faces. A wrong guess leads to a battle; after the battle, the specters re-appear and the process begins again.

SACRIFICE LIST—PICK 5

- No Fight command
- No Magic command
- No Item command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

PRIMEVAL PIT

14. Beat the Heat

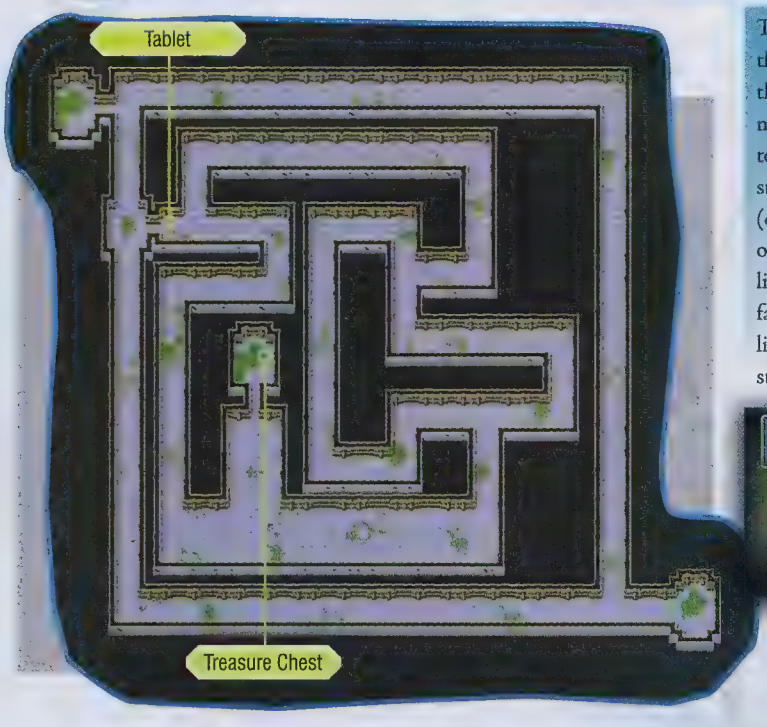


Before undertaking this challenge, turn off Dash unless you have nimble fingers. The goal is to cross from one end of the path to the other while touching every sphere of light. The catch is that the stones crumble after crossing them. If the party falls into the lava, they are sent back to the starting point and all of the spheres reappear.

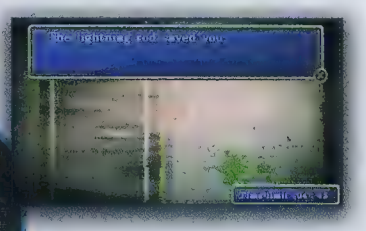
SACRIFICE LIST—PICK 5

- No Magic command
- No White Magic command
- No Item command
- No recovery items
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

15. Thunder Alley



The goal is to open the chest in the center of the maze to break the seal. When the screen flashes, move closer to a lightning rod to avoid being swept back to the start. Just keep within one space (diagonal spaces are safe as well) of the lightning rod until the lightning strike passes. Stray too far from the lightning rod when a lightning bolt hits and you must start over at the tablet.



SACRIFICE LIST—PICK 6

- No Fight command
- No Magic command
- No White Magic command
- No Black Magic command
- No Item command
- No recovery items
- No attack items
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

16. Mechanical Madness

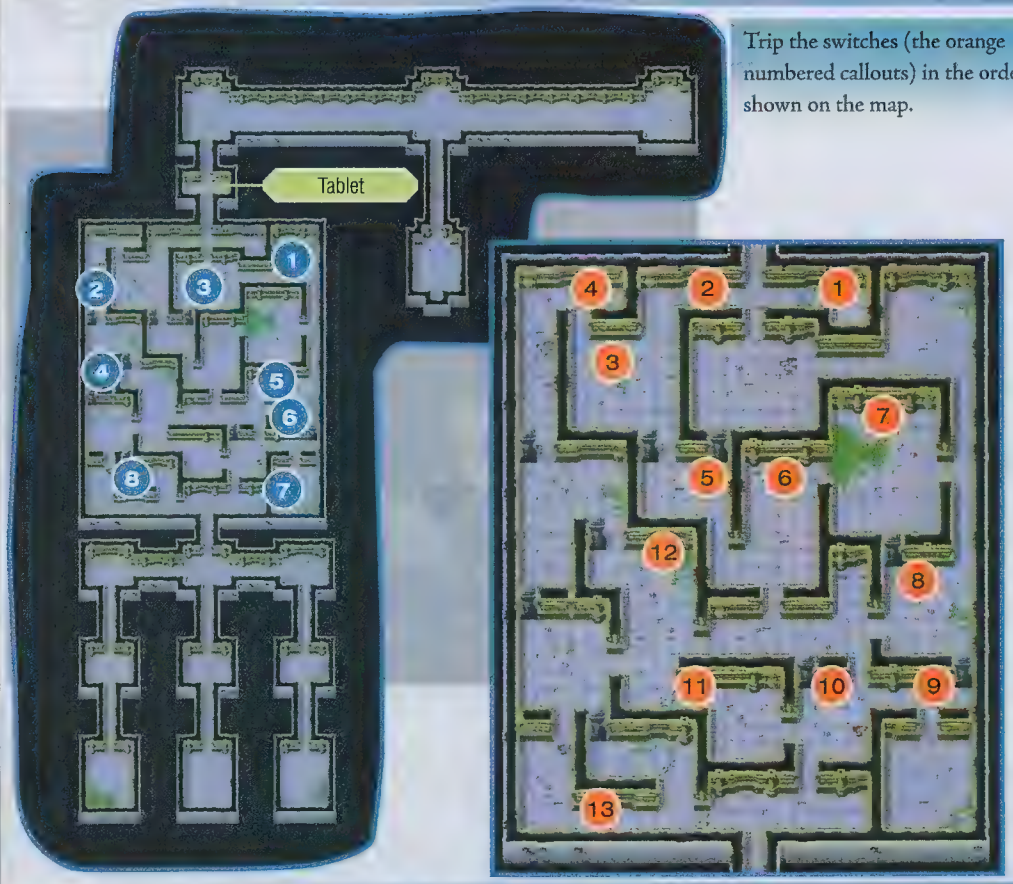
Move the robots to clear the path to the other side of the room. The robots move in the direction opposite the side on which the character stands (keep this thought in mind). The robots' locations vary slightly each time the puzzle is started.

The key to completing this challenge is to look ahead before moving any robots. Push robots out of the way of the party's path and make sure they don't block movement of other robots. If a single push is all that's required to create a path, don't push the robot twice just because the path is clear to the wall! You can always return to move the robot again if it's necessary, but you can't undo any single movements. Thinking ahead is the quickest path to solving this puzzle.

SACRIFICE LIST—PICK 6

- No Fight command
- No Magic command
- No White Magic command
- No Black Magic command
- No recovery items
- No attack items
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

17. Stone Trap



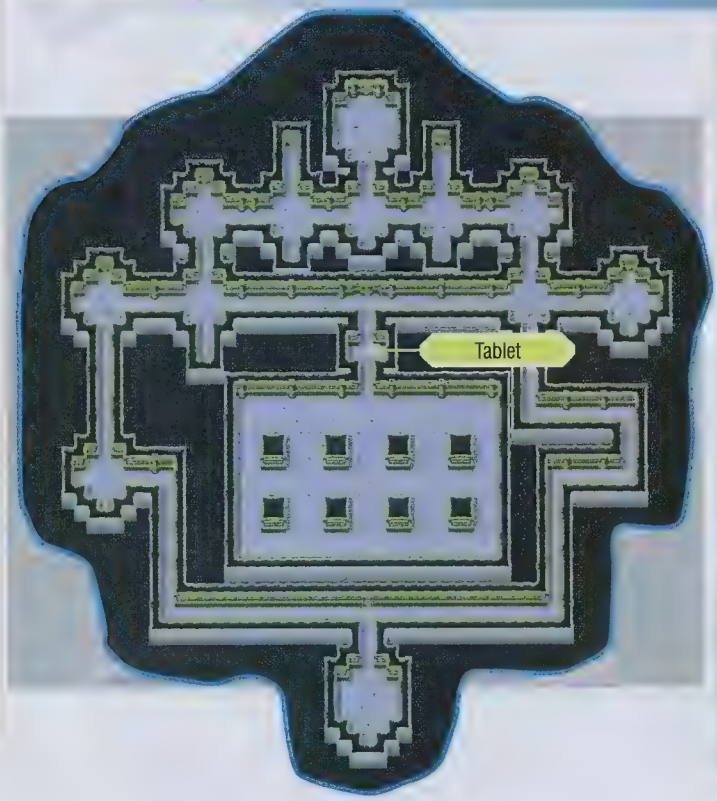
Trip the switches (the orange numbered callouts) in the order shown on the map.

SACRIFICE LIST—PICK 6

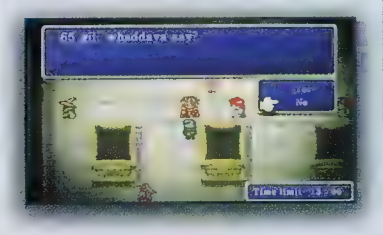
- No Fight command
- No Magic command
- No Black Magic command
- No Item command
- No attack items
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

1. X-Potion
2. Power Plus
3. Dry Ether
4. Cottage
5. Mind Plus
6. Speed Plus
7. Elixir
8. Potion

18. Flower Sale



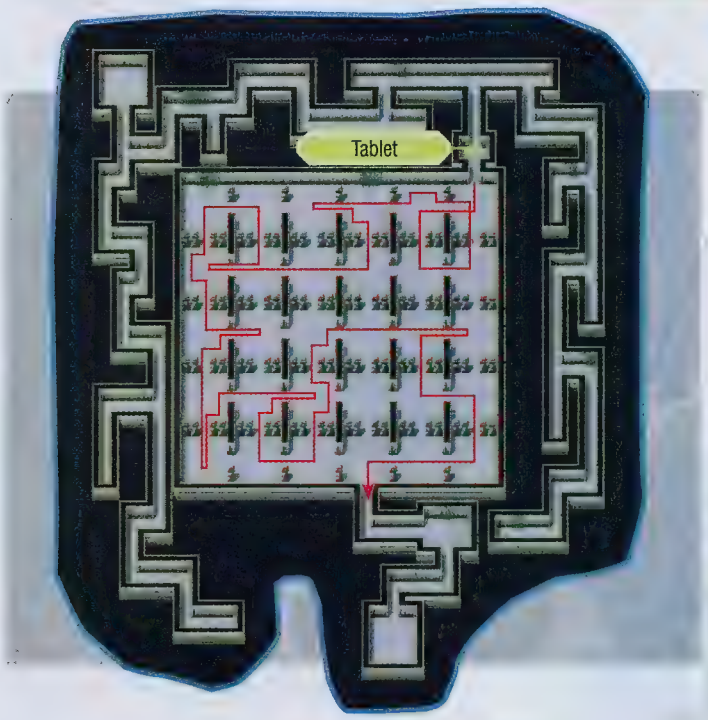
The cloaked figure hands over some gil and you must spend that exact amount by buying flowers from the merchants in the area. Keep a pencil and piece of paper handy to keep a running total of the amount of gil spent. Speak with a few merchants before buying anything to get an idea of what some are charging. After making a purchase from a vendor, that vendor vanishes. If you have spent too much or too little when you speak with the cloaked figure again, the challenge resets and you start with a different amount of gil.



SACRIFICE LIST—PICK 7

- No Magic command
- No Black Magic command
- No Item command
- No recovery items
- No Flee command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

19. Breakout

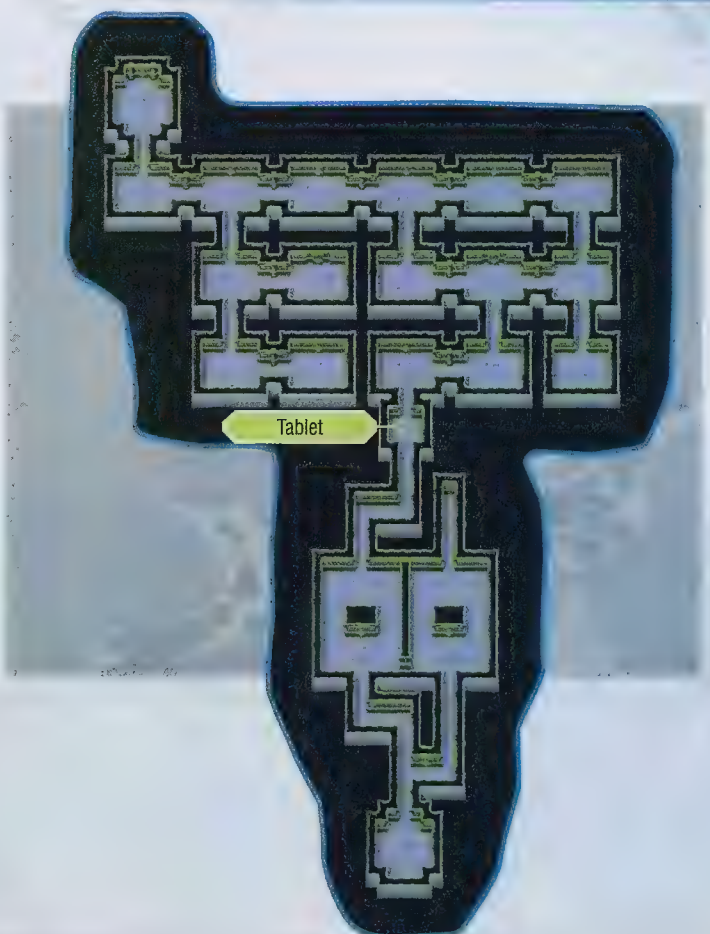


Each floor switch controls one or more stones. Switching them off or on will make stones disappear or reappear, respectively. Some of the stones are not in the immediate area of the switch that controls them, so explore a bit if you don't see a stone vanish after stepping on a switch. Additionally, some stones are linked to more than one switch. The goal is to reach the bottom-center square and head through the exit.

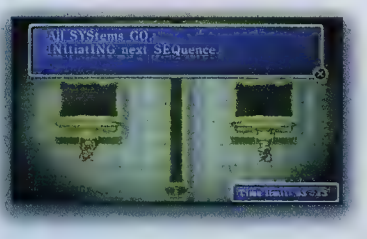
SACRIFICE LIST—PICK 6

- No Fight command
- No Magic command
- No Black Magic command
- No Item command
- No attack items
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

20. Mirror-Image



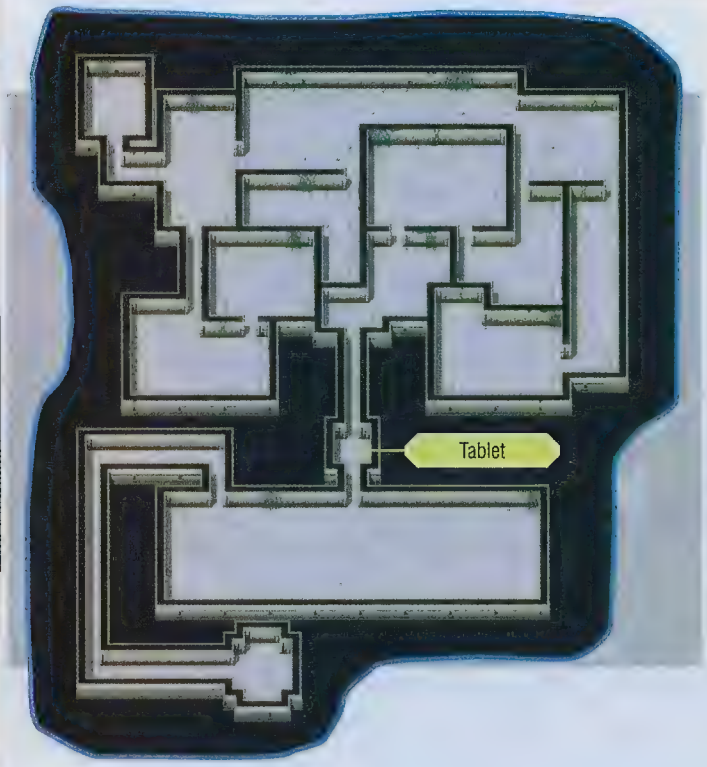
Before starting this challenge, set Dash to off as even walking speed is faster than the robot you must mirror. Also, don't forget to mirror (*not match*) the robot's motion. There are four stages to this challenge and each stage requires one pattern of movement repeated four times. Don't move too far ahead or fall too far behind the robot! Fortunately, failing to move as indicated only resets the challenge back to the start of the current pattern.



SACRIFICE LIST—PICK 8

- No Magic command
- No White Magic command
- No Black Magic command
- No Item command
- No recovery items
- No attack items
- No Flee command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

21. Marching Orders



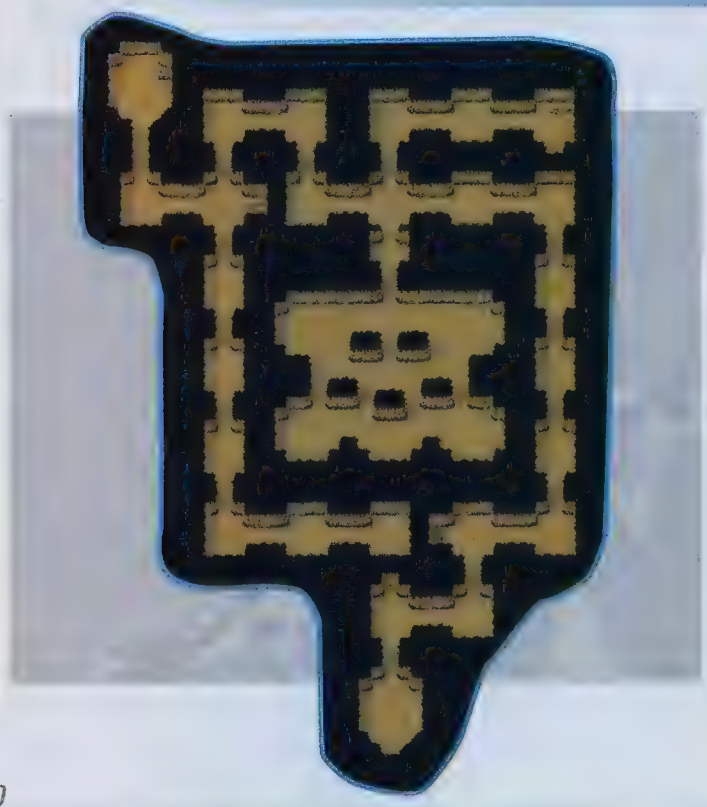
Move into the empty spot in the middle of the soldiers, then keep in step with them. Listen for the whistle to know when the formation is about to start moving. Note that the formation stops randomly and with no warning. The whistle sounds again when the formation is about to move.

Move too quickly, or straggle too far behind, and the formation comes to a halt. The sergeant in charge of the formation will then shout in frustration and the challenge repeats from the start. Turning off Dash will definitely help here.

SACRIFICE LIST—PICK 4

- No Magic command
- No White Magic command
- No Item command
- No recovery items
- No Dash ability
- Accuracy halved
- Intelligence halved

22. Twin Statues



There are four sets of statues that you must move and turn so they are adjacent to and facing each other. Pushing the statues makes them move in the same direction as the character faces. Statues always turn in a clockwise direction; reset brings back all the statues, so don't get stuck!

The key here is to avoid pushing a statue into a position where you can't move it. It's not a completely lost cause if this happens as long as you can push the other statue to reach it, but it does make things a bit more difficult.

SACRIFICE LIST—PICK 3

- No Fight command
- No Magic command
- No Flee command
- No Dash ability

23. Note for Note

SACRIFICE LIST—PICK 4

- No Fight command
- No Magic command
- No Item command
- No Dash ability
- Attack halved
- Defense halved

Watch the floor plates (or memorize the tones) and repeat the pattern. There are three memory tests and each successive test adds more notes to remember. Making a mistake means the pattern is repeated and you must try again, but otherwise no time is lost.

24. The Path to Peace

You must clear a path for a robot to reach the light at the end of the maze. There are two objects that block the robot's path: Holy Dragons and stones. The stones must be moved and the dragons eliminated (it isn't necessary to fight the dragons; you could engage them and Flee from the battle). If the robot's path becomes blocked, it will shut down and return to its starting point. While the robot's path changes each time this challenge is started, it always follows the same path during the same challenge. Therefore, expect to restart this challenge at least once before completing it. There's no way to anticipate the robot's path, so you must learn through trial and error.

SACRIFICE LIST—PICK 4

- No Item command
- No Flee command
- Attack halved
- Accuracy halved
- Intelligence halved

25. Slay or Be Slain

The cloaked figure asks you to kill a certain number of a specific type of dragon without harming any other types of dragons. There are three defining characteristics for the dragons: horns (0, 2 or 4 horns), wing size (large and small), and tail size (large and small). Carefully observe the dragons as they wander around. It's easiest to tell how many horns a dragon has when it faces south, while the tail and wing length are more apparent when it faces north.

There are three stages to this challenge. In each stage, the cloaked figure asks for an additional type of dragon (meaning one type in the first stage and three in the third). It's best to keep a tally of the dragons killed to avoid repeating the challenge. Failing at any point means starting over with the first set of dragons to kill.

SACRIFICE LIST—PICK 5

- No Magic command
- No White Magic command
- No Black Magic command
- No Item command
- No recovery items
- No attack items
- No Dash ability
- Attack halved
- Defense halved

26. Labyrinth of Trials

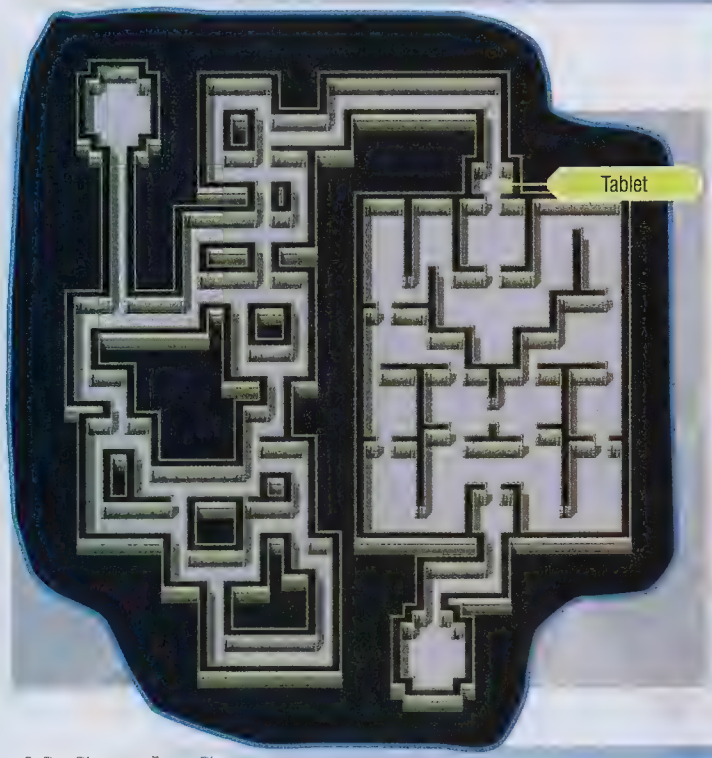
The first stage is to shut down the green forcefield. To reach the switch that controls the forcefield, you must move the robots to create a path. There are some switches and stones beyond the robots. The switches remove the stones, but the stones return after a brief time. Activate the switches in the order indicated on the map (1-7). Take the most direct route to reach the next switch.

SACRIFICE LIST—PICK 8

- No Magic command
- No White Magic command
- No Black Magic command
- No Item command
- No recovery items
- No Flee command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

NETHERWORLD CRYPT

27. Labyrinth of Disasters

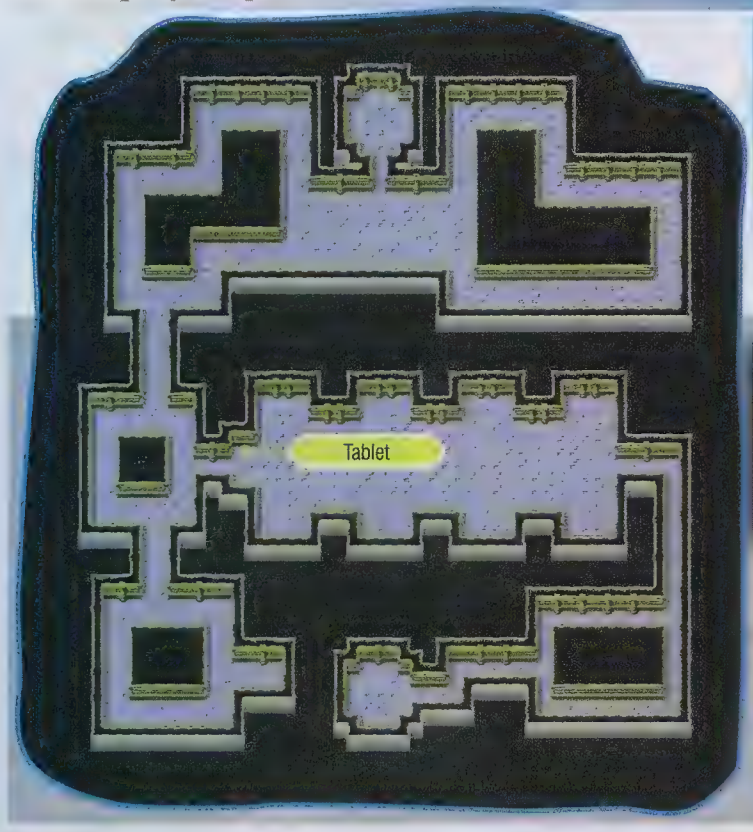


To break this map's seal, the party must reach the end of the maze. Use the candles scattered around the level to increase the visible area on-screen. When the screen flashes, move the party close to a lightning rod and walk around it until the lightning strike passes. If the party is caught away from a lightning rod when lightning strikes, they will return to the starting point.

SACRIFICE LIST—PICK 7

- No Fight command
- No White Magic command
- No attack items
- No Flee command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

28. Step by Step



The exit is directly east of the entrace, but the room is filled with robots. For each step that the party takes, the robots take a step in a random direction. If a robot ends up in a square adjacent to the party, then a fight against a Warmech ensues. Reach the exit to break the seal.

SACRIFICE LIST—PICK 7

- No Fight command
- No White Magic command
- No recovery items
- No Flee command
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

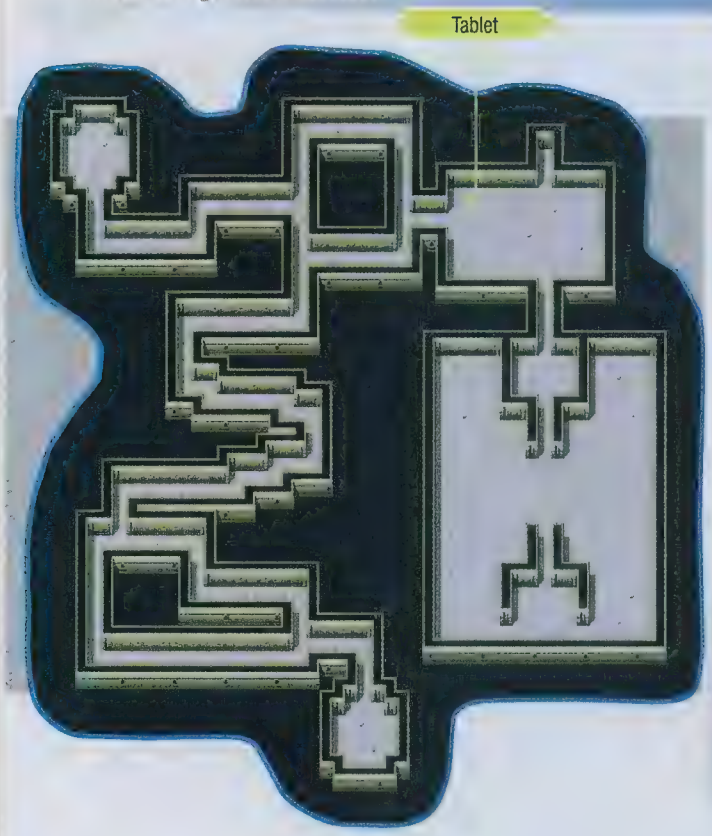
29. Tricky Statues

This is a combination of Twin Statues and Step by Step. You must match up the identical statues while monsters move randomly in time with the party's steps. When a pair of statues is matched, both the statues and the enemies that resemble the statues vanish from the map. Match up all the statues to break the seal.

SACRIFICE LIST—PICK 7

- No Fight command
- No White Magic command
- No recovery items
- No attack items
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

30. Traveling Salesman



Watch the characters who pass, then speak with the cloaked figure. You receive an exact amount to spend (the amount changes) on purchasing flowers from the characters who just appeared. There are extra characters in the area as well (color swaps of the characters in the parade) who turn into Revenants if you speak with them. Check with all the characters before making any purchases. There are eight flowers to buy, however, the only way to reach the correct total is to buy from the correct seven.

SACRIFICE LIST—PICK 8

- No Magic command
- No White Magic command
- No Black Magic command
- No Item command
- No recovery items
- No attack items
- No Flee command
- No Dash ability
- Attack halved
- Defense halved
- Accuracy halved
- Evasion halved
- Intelligence halved

SPACE IN TIME

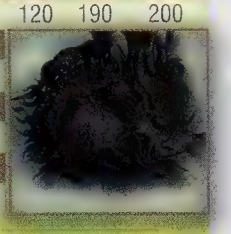
Space in Time is the final level of each succesful trip through the Labyrinth of Time. Chronodia, the architect of the Labyrinth, waits to challenge all those clever enough to navigate his challenges.

There are several versions of Chronodia. Breaking red or blue seals in a certain order will send you on different paths through the labyrinth, with a defferent version of Chronodia at the end of each. The more successful you are, the more powerful Chronodia will be. The following boss fight includes that version's information, but the strategy to defeat all versions is essentially the same. Each version drops a different (and incredibly powerful!) item, so there is a reward for facing each version of Chronodia.

CHRONODIA (#203)

HP	ATK	DEF	MDEF
42,000	120	190	200

GIL	EXP	WEAK
1	1	–



Your party will likely gain many levels while travelling through the Labyrinth of Time. These levels come in handy when battling an enemy as powerful as Chronodia. Start off with defensive spells such as Protera, Invisira (consider multiple applications of Invisira) and NulAll on the mage tasked with keeping party members alive. You can use other Nul spells here, as Chronodia has an extensive spellbook. Chronodia's most painful ability is called Seal, which locks out one menu option for a few rounds. The potential losses are Fight, Item and Magic. Fortunately, the current round's selections are not affected by Seal; the lockout begins with the next round of combat options.

Don't use any damage spells on Chronodia. Black Mages are better off using healing items than trying to crack Chronodia's impregnable magic defense. Use Giant Gloves, Haste, Temper, Saber, tonics, and anything else that improves a character's melee attack potential. If Chronodia knocks out anyone during the battle, remember to reapply all of the protective and offensive spells that he or she had active.

These fights will be challenging until your party reaches level 80. This isn't a stretch if you wish to unlock all the levels in the Time Chamber and face each version of Chronodia. Don't be shy with Megalixirs and Ethers during these bouts either.

BESTIARY

Two-Headed Dragon

HP	450	ATT	60
ACC	50	DEF	50
AGI	30	INTELL	10
EVA	30	MAG DEF	50
GIL	0	EXP	0
TREASURE	Bard's Tunic		
WEAK	-		
RESIST	Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death		

LEGEND

1. #: The enemy's reference number in the game's bestiary.
2. Name: The enemy's name.
3. HP: The enemy's total number of hit points.
4. Attack: This score determines the base strength of an enemy's physical attack.
5. Accuracy: This score determines the chance of an enemy's physical attack landing.
6. Defense: The enemy's resistance to damage dealt by physical attacks.
7. Agility: This score determines the order of action in battle.
8. Intelligence: This score determines the chance of an enemy's magic attack landing (e.g. Sleep or Bind) and the amount of damage or healing done by spells an enemy casts.
9. Evasion: This score determines the enemy's ability to dodge a physical attack. The higher the score, the more likely a character will miss with a physical attack against the enemy.
10. Magic Defense: The enemy's resistance to damage dealt by spells.
11. Gil: The amount of gil dropped by the enemy after it is defeated
12. Exp: The amount of experience awarded for defeating the enemy
13. Treasure: When defeated, the enemy may drop the item listed here.
14. Weakness: The types of magic to which the enemy is vulnerable.
15. Resistance: The types of magic that have little to no effect on the enemy.

Abyss Worm

HP	2500	ATT	95
ACC	120	DEF	30
AGI	10	INTELL	10
EVA	40	MAG DEF	200
GIL	1500	EXP	4000
TREASURE	Megalixir		
WEAK	--		
RESIST	Quake		

Ahriman

HP	5000	ATT	60
ACC	65	DEF	50
AGI	30	INTELL	10
EVA	25	MAG DEF	100
GIL	0	EXP	0
TREASURE	Dry Ether		
WEAK	--		
RESIST	Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death		

Air Elemental

HP	358	ATT	53
ACC	62	DEF	4
AGI	72	INTELL	40
EVA	144	MAG DEF	130
GIL	807	EXP	1614
TREASURE	Ether		
WEAK	--		
RESIST	Quake, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death		

Allosaurus

HP	480	ATT	65
ACC	133	DEF	10
AGI	30	INTELL	10
EVA	60	MAG DEF	200
GIL	502	EXP	3387
TREASURE	Strength Tonic		
WEAK	--		
RESIST	--		

Anaconda

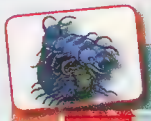
036

HP	80	ATT	22
ACC	20	DEF	10
AGI	18	INTELL	11
EVA	36	MAG DEF	56
GIL	50	EXP	165

TREASURE: None

WEAK: --

RESIST: --



Ankheg

050

HP	222	ATT	39
ACC	56	DEF	20
AGI	24	INTELL	10
EVA	48	MAG DEF	116
GIL	300	EXP	1194

TREASURE: None

WEAK: --

RESIST: --

Astos

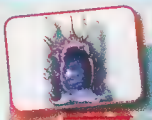
033

HP	420	ATT	30
ACC	42	DEF	18
AGI	39	INTELL	24
EVA	78	MAG DEF	170
GIL	2000	EXP	2250

TREASURE: Mythril Sword

WEAK: --

RESIST: --



Atomos

141

HP	13,000	ATT	50
ACC	80	DEF	70
AGI	10	INTELL	130
EVA	10	MAG DEF	200
GIL	0	EXP	0

TREASURE: Judgment Staff

WEAK: --

RESIST: Quake, Stone, Death, Time, Poison

Barbariccia

136

HP	12,954	ATT	88
ACC	100	DEF	10
AGI	60	INTELL	60
EVA	60	MAG DEF	190
GIL	0	EXP	0

TREASURE: Braveheart

WEAK: --

RESIST: Quake, Time, Poison, Lightning, Stone, Death

Baretta

081

HP	256	ATT	60
ACC	64	DEF	38
AGI	28	INTELL	16
EVA	56	MAG DEF	130
GIL	300	EXP	1428

TREASURE: None

WEAK: --

RESIST: --

Basilisk

082

HP	196	ATT	30
ACC	54	DEF	20
AGI	12	INTELL	12
EVA	24	MAG DEF	91
GIL	658	EXP	1977

TREASURE: Gold Needle

WEAK: --

RESIST: --

Bigeyes

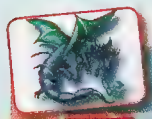
022

HP	10	ATT	4
ACC	2	DEF	0
AGI	42	INTELL	6
EVA	84	MAG DEF	14
GIL	10	EXP	42

TREASURE: None

WEAK: Lightning

RESIST: Quake, Fire



Black Dragon

123

HP	1600	ATT	95
ACC	62	DEF	30
AGI	40	INTELL	30
EVA	120	MAG DEF	200
GIL	4000	EXP	3000

TREASURE: Lunar Curtain

WEAK: --

RESIST: Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

Black Flan

114

HP	156	ATT	49
ACC	39	DEF	255
AGI	12	INTELL	6
EVA	24	MAG DEF	85
GIL	900	EXP	1101

TREASURE: None

WEAK: Fire

RESIST: Quake, Lightning, Ice, Death, Confusion, Paralysis, Silence, Mind, Stone, Poison, Sleep, Darkness

Black Goblin

164

HP	50	ATT	10
ACC	5	DEF	4
AGI	10	INTELL	1
EVA	10	MAG DEF	16
GIL	300	EXP	200

TREASURE: Potion

WEAK: --

RESIST: --

Black Knight

104

HP	260	ATT	44
ACC	65	DEF	38
AGI	18	INTELL	20
EVA	36	MAG DEF	135
GIL	1800	EXP	1263

TREASURE: Deathbringer

WEAK: --

RESIST: --

Black Widow

006

HP	28	ATT	10
ACC	7	DEF	0
AGIL	15	INTELL	10
EVA	30	MAG DEF	28
GIL	8	EXP	30

TREASURE: None
WEAK: --
RESIST: --

Blood Tiger

159

HP	213	ATT	22
ACC	40	DEF	16
AGIL	60	INTELL	20
EVA	45	MAG DEF	90
GIL	100	EXP	300

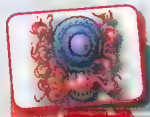
TREASURE: None
WEAK: --
RESIST: --

Bloodbones

031

HP	144	ATT	26
ACC	36	DEF	12
AGIL	21	INTELL	6
EVA	42	MAG DEF	76
GIL	378	EXP	378

TREASURE: None
WEAK: Fire, Dia
RESIST: Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Sleep, Poison



Bloody Eye

161

HP	720	ATT	100
ACC	130	DEF	80
AGIL	30	INTELL	75
EVA	25	MAG DEF	160
GIL	2	EXP	2000

TREASURE: Remedy
WEAK: --
RESIST: Quake

Blue Dragon

107

HP	454	ATT	92
ACC	86	DEF	20
AGIL	48	INTELL	28
EVA	96	MAG DEF	200
GIL	2000	EXP	3274

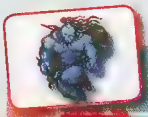
TREASURE: None
WEAK: --
RESIST: Quake, Lightning

Blue Troll

124

HP	132	ATT	20
ACC	46	DEF	10
AGIL	36	INTELL	14
EVA	48	MAG DEF	85
GIL	300	EXP	340

TREASURE: None
WEAK: Fire
RESIST: --



Bonesnatch

121

HP	500	ATT	45
ACC	60	DEF	12
AGIL	50	INTELL	15
EVA	42	MAG DEF	81
GIL	800	EXP	500

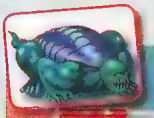
TREASURE: None
WEAK: Fire, Dia
RESIST: Ice, Paralysis, Darkness, Sleep, Silence, Confusion, Mind, Death

Buccaneer

020

HP	50	ATT	14
ACC	13	DEF	6
AGIL	12	INTELL	6
EVA	24	MAG DEF	37
GIL	120	EXP	60

TREASURE: Saber
WEAK: --
RESIST: Quake



Cagnazzo

135

HP	7968	ATT	44
ACC	80	DEF	20
AGIL	20	INTELL	55
EVA	5	MAG DEF	180
GIL	0	EXP	0

TREASURE: Light Curtain
WEAK: Lightning
RESIST: Quake, Time, Poison, Ice, Stone, Death

Catoblepas

182

HP	200	ATT	30
ACC	60	DEF	20
AGIL	30	INTELL	20
EVA	45	MAG DEF	100
GIL	800	EXP	1500

TREASURE: Remedy
WEAK: --
RESIST: Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

Cerberus

130

HP	4000	ATT	40
ACC	60	DEF	50
AGIL	50	INTELL	40
EVA	50	MAG DEF	60
GIL	0	EXP	0

TREASURE: Kotetsu
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chaos

128

HP	20,000	ATT	170
ACC	200	DEF	100
AGIL	50	INTELL	40
EVA	100	MAG DEF	200
GIL	0	EXP	0

TREASURE: None
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chimera

105

HP	300	ATT	30
ACC	60	DEF	20
AGIL	36	INTELL	24
EVA	72	MAG DEF	130
GIL	2500	EXP	2064

TREASURE: None
WEAK: Ice
RESIST: Quake, Fire

Chronodia

196

HP	30,000	ATT	130
ACC	200	DEF	150
AGIL	120	INTELL	70
EVA	100	MAG DEF	200
GIL	1	EXP	1

TREASURE: Maximillian
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chronodia

197

HP	33,000	ATT	120
ACC	200	DEF	160
AGIL	120	INTELL	70
EVA	110	MAG DEF	200
GIL	1	EXP	1

TREASURE: Lust Dagger
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chronodia

198

HP	33,000	ATT	120
ACC	200	DEF	160
AGIL	120	INTELL	70
EVA	110	MAG DEF	200
GIL	1	EXP	1

TREASURE: Golden Staff
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chronodia

199

HP	33,000	ATT	120
ACC	200	DEF	160
AGIL	120	INTELL	70
EVA	110	MAG DEF	200
GIL	1	EXP	1

TREASURE: Master Shield
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chronodia

200

HP	33,000	ATT	120
ACC	200	DEF	160
AGIL	120	INTELL	70
EVA	110	MAG DEF	200
GIL	1	EXP	1

TREASURE: Shadow Mask
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chronodia

201

HP	36,000	ATT	130
ACC	200	DEF	170
AGIL	120	INTELL	70
EVA	120	MAG DEF	200
GIL	1	EXP	1

TREASURE: Lordly Robes
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chronodia

202

HP	36,000	ATT	130
ACC	200	DEF	170
AGIL	120	INTELL	70
EVA	120	MAG DEF	200
GIL	1	EXP	1

TREASURE: Survival Vest
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Chronodia

203

HP	42,000	ATT	120
ACC	200	DEF	190
AGIL	120	INTELL	70
EVA	140	MAG DEF	200
GIL	1	EXP	1

TREASURE: Barbarian's Sword
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Clay Golem

090

HP	176	ATT	64
ACC	44	DEF	7
AGIL	14	INTELL	16
EVA	28	MAG DEF	93
GIL	800	EXP	1257

TREASURE: Potion
WEAK: --
RESIST: Fire, Ice, Paralysis, Darkness, Silence, Mind, Lightning, Stone, Poison, Sleep, Confusion, Death

Cobra

003

HP	56	ATT	6
ACC	14	DEF	6
AGIL	15	INTELL	6
EVA	30	MAG DEF	46
GIL	50	EXP	123

TREASURE: None
WEAK: --
RESIST: --

Cockatrice

045

HP	50	ATT	1
ACC	10	DEF	4
AGIL	36	INTELL	8
EVA	72	MAG DEF	47
GIL	200	EXP	186

TREASURE: Gold Needle
WEAK: --
RESIST: Quake

Crawler

028

HP	84	ATT	1
ACC	21	DEF	8
AGIL	21	INTELL	5
EVA	42	MAG DEF	51
GIL	200	EXP	186

TREASURE: None
WEAK: --
RESIST: --

Crazy Horse

004

HP	64	ATT	10
ACC	16	DEF	2
AGIL	11	INTELL	4
EVA	22	MAG DEF	40
GIL	15	EXP	63

TREASURE: Potion
WEAK: --
RESIST: --

Crocodile

053

HP	184	ATT	42
ACC	46	DEF	16
AGIL	24	INTELL	9
EVA	48	MAG DEF	103
GIL	900	EXP	816

TREASURE: Cottage
WEAK: Lightning
RESIST: Quake, Fire

Dark Elemental

129

HP	200	ATT	66
ACC	72	DEF	20
AGIL	33	INTELL	74
EVA	25	MAG DEF	120
GIL	780	EXP	1500

TREASURE: None
WEAK: --
RESIST: Quake, Paralysis, Sleep, Confusion, Death, Fire, Darkness, Silence, Mind

Dark Eye

160

HP	450	ATT	45
ACC	76	DEF	20
AGIL	30	INTELL	5
EVA	72	MAG DEF	156
GIL	2000	EXP	555

TREASURE: None
WEAK: Lightning
RESIST: Quake, Fire

Dark Fighter

117

HP	200	ATT	40
ACC	45	DEF	38
AGIL	45	INTELL	34
EVA	90	MAG DEF	186
GIL	3420	EXP	3420

TREASURE: None
WEAK: --
RESIST: --

Dark Wizard

024

HP	105	ATT	26
ACC	27	DEF	40
AGIL	39	INTELL	24
EVA	78	MAG DEF	170
GIL	1095	EXP	1095

TREASURE: Red Curtain
WEAK: --
RESIST: --

Dark Wolf

182

HP	360	ATT	30
ACC	60	DEF	25
AGIL	100	INTELL	45
EVA	70	MAG DEF	50
GIL	75	EXP	300

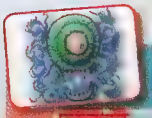
TREASURE: White Fang
WEAK: --
RESIST: --

Death Elemental

185

HP	160	ATT	35
ACC	66	DEF	4
AGIL	84	INTELL	30
EVA	120	MAG DEF	120
GIL	800	EXP	753

TREASURE: Zephyr Cape
WEAK: --
RESIST: Quake, Paralysis, Darkness, Silence, Mind, Fire, Sleep, Confusion, Death



Death Eye

121

HP	360	ATT	120
ACC	150	DEF	60
AGIL	12	INTELL	35
EVA	24	MAG DEF	160
GIL	1	EXP	1

TREASURE: Elixir
WEAK: Fire, Dia
RESIST: Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind

Death Gaze

145

HP	30,000	ATT	90
ACC	200	DEF	150
AGIL	95	INTELL	50
EVA	30	MAG DEF	220
GIL	0	EXP	0

TREASURE: Lightbringer
WEAK: Fire, Dia
RESIST: Quake, Time, Poison, Ice, Stone, Death

Death Knight

112

HP	190	ATT	55
ACC	48	DEF	32
AGIL	21	INTELL	28
EVA	42	MAG DEF	173
GIL	3000	EXP	2700

TREASURE: None
WEAK: --
RESIST: Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Death Manticore

158

HP	243	ATT	22
ACC	40	DEF	12
AGIL	90	INTELL	40
EVA	82	MAG DEF	90
GIL	1200	EXP	800

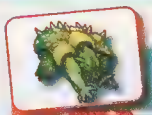
TREASURE: None
WEAK: --
RESIST: --

Deepeyes

095

HP	304	ATT	30
ACC	76	DEF	16
AGIL	12	INTELL	0
EVA	24	MAG DEF	156
GIL	3591	EXP	3591

TREASURE: None
WEAK: Lightning
RESIST: Quake, Fire



Desert Baretta

076

HP	352	ATT	98
ACC	88	DEF	48
AGIL	24	INTELL	12
EVA	48	MAG DEF	156
GIL	1	EXP	2610

TREASURE: None
WEAK: --
RESIST: --

Desertpede

166

HP	120	ATT	35
ACC	35	DEF	15
AGIL	40	INTELL	8
EVA	60	MAG DEF	85
GIL	100	EXP	250

TREASURE: Antidote
WEAK: --
RESIST: --

Devil Hound

180

HP	150	ATT	22
ACC	40	DEF	8
AGIL	60	INTELL	30
EVA	45	MAG DEF	76
GIL	150	EXP	300

TREASURE: None
WEAK: --
RESIST: --

Devil Wizard

145

HP	700	ATT	50
ACC	50	DEF	50
AGIL	20	INTELL	80
EVA	95	MAG DEF	170
GIL	3800	EXP	3800

TREASURE: None
WEAK: --
RESIST: --

Dragon Zombie

092

HP	268	ATT	56
ACC	67	DEF	30
AGIL	12	INTELL	26
EVA	24	MAG DEF	135
GIL	999	EXP	2331

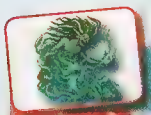
TREASURE: Megalixir
WEAK: Fire, Dia
RESIST: Quake, Ice, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Duel Knight

168

HP	520	ATT	60
ACC	58	DEF	50
AGIL	49	INTELL	41
EVA	55	MAG DEF	140
GIL	4300	EXP	1200

TREASURE: Enhancer
WEAK: --
RESIST: Paralysis, Sleep, Confusion, Death, Darkness, Silence, Mind



Earth Elemental

041

HP	288	ATT	66
ACC	72	DEF	20
AGIL	9	INTELL	18
EVA	18	MAG DEF	130
GIL	768	EXP	1536

TREASURE: Remedy
WEAK: Fire
RESIST: Quake, Lightning, Ice, Death, Confusion, Paralysis. Darkness, Silence, Mind, Stone, Sleep, Poison

Earth Medusa

113

HP	96	ATT	11
ACC	24	DEF	12
AGIL	36	INTELL	24
EVA	72	MAG DEF	70
GIL	1218	EXP	1218

TREASURE: None
WEAK: Fire
RESIST: Quake, Ice

Earth Plant

177

HP	675	ATT	35
ACC	86	DEF	60
AGIL	19	INTELL	20
EVA	24	MAG DEF	170
GIL	300	EXP	4440

TREASURE: Turbo Ether
WEAK: --
RESIST: --

Earth Troll

175

HP	566	ATT	50
ACC	56	DEF	45
AGIL	25	INTELL	14
EVA	48	MAG DEF	100
GIL	542	EXP	1200

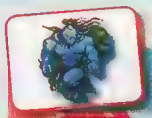
TREASURE: None
WEAK: Fire
RESIST: --

Echidna

129

HP	4800	ATT	50
ACC	50	DEF	50
AGIL	30	INTELL	30
EVA	1	MAG DEF	70
GIL	0	EXP	0

TREASURE: X-Potion
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

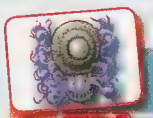


Elm Gigas

148

HP	250	ATT	40
ACC	62	DEF	15
AGIL	35	INTELL	10
EVA	50	MAG DEF	120
GIL	850	EXP	850

TREASURE: None
WEAK: --
RESIST: --



Evil Eye

075

HP	162	ATT	30
ACC	42	DEF	30
AGIL	6	INTELL	20
EVA	12	MAG DEF	92
GIL	3225	EXP	3225

TREASURE: None
WEAK: --
RESIST: Quake

Fire Elemental

060

HP	276	ATT	50
ACC	69	DEF	20
AGIL	21	INTELL	20
EVA	42	MAG DEF	130
GIL	800	EXP	1620

TREASURE: None
WEAK: Ice
RESIST: Quake, Fire, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Fire Gigas

065

HP	300	ATT	73
ACC	83	DEF	20
AGIL	24	INTELL	12
EVA	48	MAG DEF	135
GIL	1506	EXP	1506

TREASURE: None
WEAK: Ice
RESIST: Fire

Fire Hydra

061

HP	182	ATT	20
ACC	46	DEF	14
AGIL	18	INTELL	16
EVA	36	MAG DEF	103
GIL	400	EXP	1215

TREASURE: Red Fang
WEAK: Ice
RESIST: Fire

Fire Lizard

064

HP	296	ATT	31
ACC	74	DEF	18
AGIL	18	INTELL	8
EVA	36	MAG DEF	143
GIL	1200	EXP	2472

TREASURE: None
WEAK: Ice
RESIST: Fire

Flare Gigas

149

HP	1050	ATT	80
ACC	80	DEF	30
AGIL	40	INTELL	12
EVA	50	MAG DEF	150
GIL	2000	EXP	2000

TREASURE: Red Curtain
WEAK: --
RESIST: --

Flood Gigas

162

HP	400	ATT	45
ACC	45	DEF	10
AGIL	5	INTELL	5
EVA	50	MAG DEF	50
GIL	1500	EXP	300

TREASURE: None
WEAK: --
RESIST: --

Gargoyle

030

HP	80	ATT	12
ACC	20	DEF	8
AGIL	23	INTELL	11
EVA	45	MAG DEF	53
GIL	80	EXP	132

TREASURE: None
WEAK: --
RESIST: Quake

Garland

012

HP	212	ATT	15
ACC	27	DEF	8
AGIL	6	INTELL	12
EVA	12	MAG DEF	64
GIL	250	EXP	130

TREASURE: Longsword
WEAK: --
RESIST: --

Ghast

024

HP	56	ATT	8
ACC	14	DEF	10
AGIL	23	INTELL	2
EVA	46	MAG DEF	40
GIL	117	EXP	117

TREASURE: None
WEAK: Fire, Dia
RESIST: Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Sleep, Poison

Ghost

089

HP	180	ATT	93
ACC	45	DEF	30
AGIL	18	INTELL	30
EVA	36	MAG DEF	85
GIL	990	EXP	990

TREASURE: None
WEAK: Fire, Dia
RESIST: Quake, Ice, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Ghoul

091

HP	48	ATT	8
ACC	12	DEF	6
AGIL	6	INTELL	1
EVA	12	MAG DEF	36
GIL	50	EXP	93

TREASURE: None
WEAK: Fire, Dia
RESIST: Ice, Stone, Paralysis, Poison, Darkness, Sleep, Silence, Confusion, Mind, Death

Gigas Worm

092

HP	56	ATT	17
ACC	14	DEF	8
AGIL	12	INTELL	9
EVA	24	MAG DEF	40
GIL	15	EXP	63

TREASURE: None
WEAK: Fire
RESIST: --

Gilgamesh

138

HP	8888	ATT	70
ACC	110	DEF	50
AGIL	20	INTELL	20
EVA	10	MAG DEF	220
GIL	0	EXP	0

TREASURE: Genji Gloves
WEAK: --
RESIST: Poison, Time, Death, Stone, Quake

Gloom Widow

167

HP	71	ATT	8
ACC	18	DEF	20
AGIL	44	INTELL	12
EVA	24	MAG DEF	40
GIL	520	EXP	140

TREASURE: Antidote
WEAK: --
RESIST: --

Goblin

001

HP	8	ATT	4
ACC	2	DEF	4
AGIL	3	INTELL	1
EVA	6	MAG DEF	16
GIL	6	EXP	6

TREASURE: None
WEAK: --
RESIST: --

Goblin Guard

002

HP	16	ATT	8
ACC	4	DEF	6
AGIL	5	INTELL	3
EVA	9	MAG DEF	23
GIL	18	EXP	18

TREASURE: Potion
WEAK: --
RESIST: --

Gray Ooze

029

HP	76	ATT	30
ACC	19	DEF	7
AGIL	2	INTELL	0
EVA	4	MAG DEF	55
GIL	70	EXP	255

TREASURE: None
WEAK: Lightning
RESIST: Quake, Ice, Fire, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Green Dragon

108

HP	352	ATT	72
ACC	68	DEF	16
AGIL	48	INTELL	24
EVA	96	MAG DEF	200
GIL	5000	EXP	4068

TREASURE: None
WEAK: Ice
RESIST: Quake

Green Slime

022

HP	24	ATT	1
ACC	1	DEF	255
AGIL	0	INTELL	3
EVA	0	MAG DEF	36
GIL	20	EXP	84

TREASURE: Hi-Potion
WEAK: Ice, Fire
RESIST: Quake, Lightning, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Guardian

106

HP	200	ATT	25
ACC	50	DEF	40
AGIL	36	INTELL	24
EVA	72	MAG DEF	110
GIL	400	EXP	1224

TREASURE: None
WEAK: Lightning
RESIST: Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Hellhound

063

HP	192	ATT	30
ACC	48	DEF	8
AGIL	24	INTELL	13
EVA	48	MAG DEF	103
GIL	600	EXP	1182

TREASURE: None
WEAK: Ice
RESIST: Fire

Hill Gigas

040

HP	240	ATT	38
ACC	60	DEF	12
AGL	24	INTELL	5
EVA	48	MAG DEF	120
GIL	879	EXP	879

TREASURE: Tent
WEAK: --
RESIST: --

Holy Dragon

155

HP	1374	ATT	100
ACC	88	DEF	50
AGL	62	INTELL	45
EVA	96	MAG DEF	200
GIL	5055	EXP	5505

TREASURE: Dry Ether
WEAK: --
RESIST: Quake

Horned Devil

058

HP	94	ATT	10
ACC	24	DEF	32
AGL	36	INTELL	17
EVA	72	MAG DEF	127
GIL	387	EXP	387

TREASURE: None
WEAK: --
RESIST: Quake, Ice, Fire

Hundlegs

183

HP	235	ATT	40
ACC	60	DEF	20
AGL	40	INTELL	10
EVA	45	MAG DEF	120
GIL	200	EXP	1000

TREASURE: None
WEAK: --
RESIST: Quake

Hydra

057

HP	212	ATT	30
ACC	53	DEF	14
AGL	18	INTELL	14
EVA	36	MAG DEF	116
GIL	150	EXP	915

TREASURE: None
WEAK: --
RESIST: --

Hyenadon

037

HP	120	ATT	22
ACC	30	DEF	4
AGL	24	INTELL	8
EVA	48	MAG DEF	76
GIL	72	EXP	288

TREASURE: Power Plus
WEAK: --
RESIST: --

Ice Gigas

071

HP	336	ATT	60
ACC	78	DEF	16
AGL	24	INTELL	10
EVA	48	MAG DEF	150
GIL	1752	EXP	1752

TREASURE: None
WEAK: Fire
RESIST: Ice

Iron Golem

123

HP	304	ATT	93
ACC	76	DEF	100
AGL	12	INTELL	26
EVA	24	MAG DEF	143
GIL	3000	EXP	6717

TREASURE: None
WEAK: --
RESIST: Quake, Ice, Fire, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Killer Shark

157

HP	1200	ATT	60
ACC	90	DEF	20
AGL	60	INTELL	30
EVA	72	MAG DEF	120
GIL	700	EXP	2500

TREASURE: None
WEAK: Lightning
RESIST: Quake, Paralysis, Sleep, Confusion, Death, Ice, Darkness, Silence, Mind

King Mummy

087

HP	188	ATT	43
ACC	47	DEF	24
AGL	12	INTELL	24
EVA	24	MAG DEF	95
GIL	1000	EXP	984

TREASURE: None
WEAK: Fire, Dia
RESIST: Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Knocker

165

HP	450	ATT	40
ACC	30	DEF	40
AGL	40	INTELL	5
EVA	40	MAG DEF	23
GIL	500	EXP	500

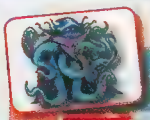
TREASURE: Hi-Potion
WEAK: --
RESIST: --

Kraken

102

HP	1800	ATT	50
ACC	90	DEF	60
AGL	42	INTELL	32
EVA	84	MAG DEF	160
GIL	5000	EXP	4245

TREASURE: Kikuichimonji
WEAK: Lightning
RESIST: Quake, Fire



Kraken (Chaos Shrine)

126

HP	3600	ATT	60
ACC	114	DEF	80
AGIL	49	INTELL	41
EVA	98	MAG DEF	200
GIL	1	EXP	2000

TREASURE: Eye Drops
WEAK: --
RESIST: Quake, Fire

Lava Worm

062

HP	280	ATT	50
ACC	70	DEF	31
AGIL	2	INTELL	12
EVA	4	MAG DEF	143
GIL	400	EXP	1671

TREASURE: None
WEAK: Ice
RESIST: Quake, Fire

Lesser Tiger

038

HP	132	ATT	22
ACC	33	DEF	8
AGIL	24	INTELL	13
EVA	48	MAG DEF	85
GIL	108	EXP	438

TREASURE: X-Potion
WEAK: --
RESIST: --

Lich

049

HP	1200	ATT	40
ACC	49	DEF	40
AGIL	12	INTELL	30
EVA	24	MAG DEF	120
GIL	3000	EXP	2200

TREASURE: Dry Ether
WEAK: Fire, Dia
RESIST: Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Lich (Chaos Shrine)

124

HP	2800	ATT	50
ACC	64	DEF	80
AGIL	24	INTELL	34
EVA	48	MAG DEF	140
GIL	1	EXP	2000

TREASURE: None
WEAK: Dia
RESIST: Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Lizard

006

HP	92	ATT	18
ACC	23	DEF	12
AGIL	12	INTELL	3
EVA	24	MAG DEF	55
GIL	50	EXP	153

TREASURE: None
WEAK: --
RESIST: --

Mad Ogre

152

HP	1000	ATT	75
ACC	40	DEF	40
AGIL	20	INTELL	3
EVA	60	MAG DEF	50
GIL	1000	EXP	1000

TREASURE: Strength Tonic
WEAK: --
RESIST: --

Mage Chimera

153

HP	600	ATT	55
ACC	75	DEF	30
AGIL	70	INTELL	40
EVA	70	MAG DEF	150
GIL	4500	EXP	5000

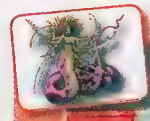
TREASURE: Hermes' Shoes
WEAK: Ice
RESIST: Quake, Fire

Manticore

080

HP	164	ATT	22
ACC	41	DEF	8
AGIL	36	INTELL	8
EVA	72	MAG DEF	95
GIL	650	EXP	1317

TREASURE: Tent
WEAK: --
RESIST: Quake

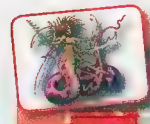


Marilith

190

HP	1440	ATT	40
ACC	63	DEF	50
AGIL	24	INTELL	32
EVA	48	MAG DEF	183
GIL	3000	EXP	2475

TREASURE: Golden Apple
WEAK: Paralysis, Darkness, Sleep, Silence, Confusion, Mind
RESIST: Lightning, Fire, Stone, Poison



Marilith (Chaos Shrine)

125

HP	3200	ATT	60
ACC	63	DEF	80
AGIL	30	INTELL	41
EVA	60	MAG DEF	183
GIL	1	EXP	2000

TREASURE: None
WEAK: --
RESIST: Lightning, Fire, Stone, Poison, Ice

Medusa

088

HP	68	ATT	20
ACC	17	DEF	10
AGIL	18	INTELL	16
EVA	36	MAG DEF	55
GIL	699	EXP	699

TREASURE: None
WEAK: --
RESIST: --

Mindflayer

010

HP	112	ATT	1
ACC	28	DEF	12
AGIL	24	INTELL	26
EVA	48	MAG DEF	187
GIL	999	EXP	822

TREASURE: Phoenix Down
WEAK: --
RESIST: --

Minotaur

039

HP	164	ATT	22
ACC	41	DEF	4
AGIL	24	INTELL	8
EVA	48	MAG DEF	95
GIL	489	EXP	489

TREASURE: Knife
WEAK: --
RESIST: --

Minotaur Zombie

086

HP	224	ATT	40
ACC	56	DEF	14
AGIL	18	INTELL	1
EVA	36	MAG DEF	116
GIL	1050	EXP	1050

TREASURE: Great Axe
WEAK: Fire, Dia
RESIST: Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Mummy

034

HP	80	ATT	30
ACC	20	DEF	20
AGIL	12	INTELL	16
EVA	24	MAG DEF	60
GIL	300	EXP	300

TREASURE: None
WEAK: Fire, Dia
RESIST: Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Mythril Golem

156

HP	848	ATT	84
ACC	85	DEF	160
AGIL	13	INTELL	15
EVA	20	MAG DEF	170
GIL	6000	EXP	6000

TREASURE: Dark Claymore
WEAK: --
RESIST: Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

Neochu

056

HP	344	ATT	35
ACC	86	DEF	32
AGIL	12	INTELL	20
EVA	24	MAG DEF	170
GIL	500	EXP	3189

TREASURE: None
WEAK: --
RESIST: --

Nightmare

091

HP	200	ATT	30
ACC	50	DEF	24
AGIL	66	INTELL	20
EVA	132	MAG DEF	100
GIL	700	EXP	1272

TREASURE: None
WEAK: Ice
RESIST: Quake, Fire, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Ochre Jelly

044

HP	76	ATT	32
ACC	19	DEF	6
AGIL	3	INTELL	3
EVA	6	MAG DEF	55
GIL	70	EXP	252

TREASURE: None
WEAK: Ice, Fire
RESIST: Quake, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind, Lightning

Ochu

055

HP	208	ATT	20
ACC	52	DEF	24
AGIL	12	INTELL	18
EVA	24	MAG DEF	116
GIL	102	EXP	1224

TREASURE: None
WEAK: Lightning
RESIST: Quake, Fire

Ogre

014

HP	100	ATT	18
ACC	25	DEF	10
AGIL	9	INTELL	4
EVA	18	MAG DEF	65
GIL	195	EXP	195

TREASURE: None
WEAK: --
RESIST: --

Ogre Chief

085

HP	132	ATT	23
ACC	33	DEF	14
AGIL	15	INTELL	6
EVA	30	MAG DEF	71
GIL	300	EXP	282

TREASURE: None
WEAK: --
RESIST: --

Ogre Mage

047

HP	144	ATT	23
ACC	36	DEF	10
AGIL	27	INTELL	12
EVA	54	MAG DEF	80
GIL	723	EXP	723

TREASURE: Eye Drops
WEAK: --
RESIST: Quake

Omega

189

HP	35,000	ATT	115
ACC	200	DEF	190
AGIL	76	INTELL	40
EVA	95	MAG DEF	220
GIL	0	EXP	0

TREASURE: Murasame
WEAK: Lightning
RESIST: Quake, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Orthos

143

HP	17,000	ATT	60
ACC	80	DEF	40
AGIL	30	INTELL	20
EVA	0	MAG DEF	180
GIL	0	EXP	0

TREASURE: Rune Staff
WEAK: Fire, Lightning
RESIST: Quake, Time, Poison, Ice, Stone, Death

Phantom Train

144

HP	9999	ATT	200
ACC	50	DEF	80
AGIL	30	INTELL	40
EVA	0	MAG DEF	180
GIL	0	EXP	0

TREASURE: Megalixir
WEAK: Fire, Dia
RESIST: Quake, Stone, Death, Time, Poison, Confusion

Pharaoh

120

HP	1220	ATT	75
ACC	67	DEF	44
AGIL	45	INTELL	18
EVA	24	MAG DEF	92
GIL	1542	EXP	1542

TREASURE: Asura
WEAK: Fire, Dia
RESIST: Death, Confusion, Paralysis, Sleep, Darkness, Silence, Mind, Ice

Piranha

051

HP	92	ATT	22
ACC	23	DEF	0
AGIL	36	INTELL	10
EVA	72	MAG DEF	68
GIL	20	EXP	240

TREASURE: None
WEAK: Lightning
RESIST: Quake, Fire

Pirate

017

HP	24	ATT	10
ACC	2	DEF	0
AGIL	6	INTELL	3
EVA	12	MAG DEF	35
GIL	40	EXP	40

TREASURE: Leather Shield
WEAK: --
RESIST: --

Piscodemon

032

HP	84	ATT	30
ACC	21	DEF	16
AGIL	33	INTELL	18
EVA	66	MAG DEF	98
GIL	300	EXP	276

TREASURE: None
WEAK: --
RESIST: Ice, Fire, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Poison Eagle

163

HP	200	ATT	30
ACC	60	DEF	5
AGIL	77	INTELL	36
EVA	100	MAG DEF	52
GIL	555	EXP	500

TREASURE: Cockatrice Claw
WEAK: --
RESIST: --

Poison Naga

176

HP	232	ATT	6
ACC	68	DEF	8
AGIL	65	INTELL	65
EVA	45	MAG DEF	120
GIL	960	EXP	960

TREASURE: None
WEAK: --
RESIST: --

Prototype

194

HP	1500	ATT	85
ACC	70	DEF	45
AGIL	60	INTELL	60
EVA	80	MAG DEF	150
GIL	1000	EXP	2000

TREASURE: Rune Axe
WEAK: Lightning
RESIST: Quake, Ice, Darkness, Silence, Mind, Fire, Paralysis, Sleep, Confusion, Death

Purple Worm

122

HP	448	ATT	65
ACC	112	DEF	10
AGIL	18	INTELL	24
EVA	36	MAG DEF	200
GIL	1000	EXP	4344

TREASURE: Emergency Exit
WEAK: --
RESIST: Quake

Pyrolisk

069

HP	44	ATT	20
ACC	11	DEF	4
AGIL	36	INTELL	15
EVA	72	MAG DEF	45
GIL	500	EXP	423

TREASURE: Gold Needle
WEAK: Ice
RESIST: Quake, Fire

Python

161

HP	85	ATT	22
ACC	24	DEF	15
AGL	15	INTELL	10
EVA	40	MAG DEF	50
GIL	150	EXP	200

TREASURE: Antidote
WEAK: --
RESIST: --

Rakshasa

089

HP	110	ATT	20
ACC	28	DEF	30
AGL	30	INTELL	15
EVA	60	MAG DEF	62
GIL	800	EXP	603

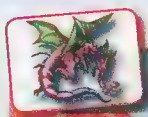
TREASURE: None
WEAK: --
RESIST: Quake, Lightning, Ice, Fire, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Reaper

190

HP	350	ATT	90
ACC	50	DEF	20
AGL	40	INTELL	55
EVA	60	MAG DEF	200
GIL	1000	EXP	1000

TREASURE: Deathbringer
WEAK: Fire, Dia
RESIST: Quake, Paralysis, Sleep, Confusion, Death, Ice, Darkness, Silence, Mind



Red Dragon

066

HP	248	ATT	75
ACC	62	DEF	30
AGL	48	INTELL	20
EVA	96	MAG DEF	200
GIL	4000	EXP	2904

TREASURE: None
WEAK: Ice, Stone, Poison
RESIST: Quake, Fire

Red Flan

193

HP	390	ATT	50
ACC	39	DEF	255
AGL	60	INTELL	50
EVA	20	MAG DEF	80
GIL	500	EXP	1110

TREASURE: None
WEAK: Fire, Ice
RESIST: Quake, Paralysis, Sleep, Confusion, Death, Lightning, Darkness, Silence, Mind

Red Piranha

052

HP	172	ATT	37
ACC	43	DEF	20
AGL	36	INTELL	13
EVA	72	MAG DEF	83
GIL	46	EXP	546

TREASURE: None
WEAK: --
RESIST: --

Remorazz

023

HP	320	ATT	73
ACC	80	DEF	24
AGL	24	INTELL	15
EVA	48	MAG DEF	185
GIL	1000	EXP	2244

TREASURE: None
WEAK: --
RESIST: Ice, Fire

Revenant

195

HP	68	ATT	20
ACC	13	DEF	15
AGL	30	INTELL	3
EVA	42	MAG DEF	45
GIL	250	EXP	250

TREASURE: None
WEAK: Fire, Dia
RESIST: Quake, Paralysis, Sleep, Confusion, Death, Ice, Darkness, Silence, Mind

Rhyos

120

HP	350	ATT	40
ACC	70	DEF	18
AGL	30	INTELL	30
EVA	60	MAG DEF	143
GIL	5000	EXP	4584

TREASURE: Power Staff
WEAK: Ice
RESIST: Quake, Fire

Rock Gargoyle

088

HP	337	ATT	30
ACC	60	DEF	72
AGL	67	INTELL	12
EVA	72	MAG DEF	130
GIL	50	EXP	120

TREASURE: None
WEAK: --
RESIST: Quake

Rubicante

137

HP	15,000	ATT	88
ACC	150	DEF	40
AGL	50	INTELL	65
EVA	30	MAG DEF	220
GIL	0	EXP	0

TREASURE: Kikuichimonji
WEAK: --
RESIST: Quake, Ice, Stone, Death, Fire, Time, Poison

Sabretooth

027

HP	200	ATT	24
ACC	50	DEF	8
AGL	21	INTELL	18
EVA	42	MAG DEF	106
GIL	500	EXP	843

TREASURE: None
WEAK: --
RESIST: --

Sahagin

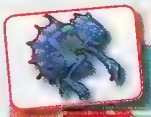
080

HP	28	ATT	10
ACC	7	DEF	4
AGIL	36	INTELL	4
EVA	72	MAG DEF	28
GIL	30	EXP	30
TREASURE	Potion		
WEAK	Lightning		
RESIST	Quake, Fire		

Sahagin Chief

079

HP	64	ATT	15
ACC	16	DEF	8
AGIL	39	INTELL	7
EVA	78	MAG DEF	46
GIL	105	EXP	105
TREASURE	None		
WEAK	Lightning		
RESIST	Quake, Fire		



Sahagin Prince

083

HP	204	ATT	47
ACC	51	DEF	20
AGIL	48	INTELL	15
EVA	96	MAG DEF	101
GIL	882	EXP	882
TREASURE	None		
WEAK	Lightning		
RESIST	Quake, Fire		

Sahagin Queen

082

HP	100	ATT	30
ACC	30	DEF	15
AGIL	50	INTELL	50
EVA	80	MAG DEF	80
GIL	500	EXP	500
TREASURE	Blue Curtain		
WEAK	Lightning		
RESIST	Quake, Fire		

Sand Worm

085

HP	200	ATT	46
ACC	50	DEF	14
AGIL	31	INTELL	18
EVA	62	MAG DEF	103
GIL	900	EXP	2683
TREASURE	None		
WEAK	--		
RESIST	Quake		

Scarmiglione

133

HP	4000	ATT	19
ACC	50	DEF	10
AGIL	10	INTELL	160
EVA	10	MAG DEF	140
GIL	0	EXP	0
TREASURE	None		
WEAK	--		
RESIST	Quake, Stone, Death, Time, Poison		

Scarmiglione

134

HP	7046	ATT	46
ACC	40	DEF	20
AGIL	10	INTELL	100
EVA	10	MAG DEF	140
GIL	0	EXP	0
TREASURE	Lunar Curtain		
WEAK	Fire, Dia		
RESIST	Quake, Stone, Death, Time, Poison, Ice		

Scorpion

025

HP	84	ATT	22
ACC	21	DEF	10
AGIL	27	INTELL	6
EVA	54	MAG DEF	55
GIL	70	EXP	225
TREASURE	Spider's Silk		
WEAK	--		
RESIST	--		

Sea Scorpion

087

HP	148	ATT	35
ACC	37	DEF	18
AGIL	30	INTELL	11
EVA	60	MAG DEF	85
GIL	300	EXP	639
TREASURE	None		
WEAK	Lightning		
RESIST	Quake, Fire		

Sea Snake

086

HP	224	ATT	35
ACC	56	DEF	12
AGIL	24	INTELL	21
EVA	48	MAG DEF	116
GIL	600	EXP	957
TREASURE	None		
WEAK	Lightning		
RESIST	Quake, Fire		

Sea Troll

088

HP	216	ATT	40
ACC	54	DEF	20
AGIL	24	INTELL	10
EVA	48	MAG DEF	110
GIL	852	EXP	852
TREASURE	None		
WEAK	Lightning		
RESIST	Quake		

Sekhret

181

HP	1400	ATT	110
ACC	70	DEF	25
AGIL	30	INTELL	5
EVA	60	MAG DEF	116
GIL	1300	EXP	1300
TREASURE	War Hammer		
WEAK	--		
RESIST	--		

Shadow

026	HP	50	ATT 10
	ACC	13	DEF 0
AGIL	18	INTELL	12
EVA	36	MAG DEF	37
GIL	45	EXP	90

TREASURE: None
WEAK: Fire, Dia
RESIST: Quake, Ice, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Shark

021	HP	120	ATT 22
	ACC	30	DEF 0
AGIL	36	INTELL	8
EVA	72	MAG DEF	70
GIL	66	EXP	267

TREASURE: None
WEAK: Lightning
RESIST: Quake, Fire

Shinryu

140	HP	35,000	ATT 220
	ACC	200	DEF 60
AGIL	87	INTELL	70
EVA	20	MAG DEF	220
GIL	0	EXP	0

TREASURE: Ragnarok
WEAK: --
RESIST: Quake, Stone, Death, Time, Poison

Silver Dragon

122	HP	200	ATT 53
	ACC	50	DEF 10
AGIL	40	INTELL	15
EVA	86	MAG DEF	180
GIL	2000	EXP	1800

TREASURE: None
WEAK: --
RESIST: Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

Skeleton

005	HP	10	ATT 10
	ACC	2	DEF 0
AGIL	6	INTELL	0
EVA	12	MAG DEF	17
GIL	3	EXP	9

TREASURE: Echo Grass
WEAK: Fire, Dia
RESIST: Ice, Stone, Paralysis, Poison, Darkness, Sleep, Silence, Confusion, Mind, Death

Skuldier

102	HP	120	ATT 25
	ACC	35	DEF 6
AGIL	10	INTELL	10
EVA	35	MAG DEF	42
GIL	80	EXP	133

TREASURE: None
WEAK: Fire, Dia
RESIST: Paralysis, Sleep, Confusion, Death, Ice, Darkness, Silence, Mind

Soldier

115	HP	400	ATT 102
	ACC	90	DEF 48
AGIL	48	INTELL	28
EVA	96	MAG DEF	160
GIL	2000	EXP	4000

TREASURE: Phoenix Down
WEAK: Lightning
RESIST: Quake, Ice, Fire, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Specter

022	HP	114	ATT 40
	ACC	29	DEF 12
AGIL	54	INTELL	25
EVA	108	MAG DEF	67
GIL	432	EXP	432

TREASURE: None
WEAK: Fire, Dia
RESIST: Quake, Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Sphinx

048	HP	228	ATT 23
	ACC	57	DEF 12
AGIL	60	INTELL	32
EVA	120	MAG DEF	115
GIL	1160	EXP	1160

TREASURE: None
WEAK: --
RESIST: Quake

Spirit Naga

111	HP	420	ATT 7
	ACC	88	DEF 16
AGIL	24	INTELL	32
EVA	48	MAG DEF	143
GIL	4000	EXP	3489

TREASURE: None
WEAK: --
RESIST: --

Squidraken

169	HP	480	ATT 40
	ACC	44	DEF 32
AGIL	55	INTELL	78
EVA	77	MAG DEF	160
GIL	888	EXP	888

TREASURE: Sage's Staff
WEAK: --
RESIST: Fire, Ice, Paralysis, Darkness, Silence, Mind, Sleep, Confusion

Stone Golem

101	HP	200	ATT 70
	ACC	50	DEF 16
AGIL	12	INTELL	21
EVA	24	MAG DEF	110
GIL	1000	EXP	2385

TREASURE: None
WEAK: --
RESIST: Quake, Lightning, Ice, Fire, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Tarantula

023

HP	64	ATT	5
ACC	16	DEF	12
AGIL	12	INTELL	3
EVA	24	MAG DEF	46
GIL	50	EXP	141

TREASURE: None
WEAK: --
RESIST: --

Tiamat

119

HP	2400	ATT	53
ACC	80	DEF	80
AGIL	36	INTELL	45
EVA	72	MAG DEF	200
GIL	6000	EXP	5496

TREASURE: None
WEAK: Stone, Poison
RESIST: Quake, Lightning, Ice, Fire

Tiamat (Chaos Shrine)

122

HP	5500	ATT	75
ACC	85	DEF	90
AGIL	45	INTELL	38
EVA	90	MAG DEF	200
GIL	1	EXP	2000

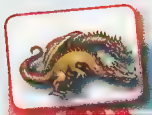
TREASURE: Rune Staff
WEAK: --
RESIST: Quake, Lightning, Ice, Fire

Troll

042

HP	184	ATT	24
ACC	46	DEF	12
AGIL	24	INTELL	6
EVA	48	MAG DEF	100
GIL	621	EXP	621

TREASURE: None
WEAK: Fire
RESIST: --



Two-Headed Dragon

132

HP	4500	ATT	60
ACC	50	DEF	50
AGIL	30	INTELL	10
EVA	30	MAG DEF	50
GIL	0	EXP	0

TREASURE: Bard's Tunic
WEAK: --
RESIST: Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

Typhon

142

HP	10,000	ATT	70
ACC	70	DEF	100
AGIL	10	INTELL	40
EVA	0	MAG DEF	190
GIL	0	EXP	0

TREASURE: Genji Helm
WEAK: Ice
RESIST: Quake, Time, Poison, Fire, Stone, Death

Tyrannosaur

103

HP	600	ATT	115
ACC	144	DEF	10
AGIL	30	INTELL	24
EVA	60	MAG DEF	200
GIL	600	EXP	7200

TREASURE: Giant's Tonic
WEAK: --
RESIST: --

Undergrounder

184

HP	690	ATT	75
ACC	85	DEF	50
AGIL	40	INTELL	35
EVA	45	MAG DEF	190
GIL	1300	EXP	2500

TREASURE: Gaia Gear
WEAK: --
RESIST: Quake, Paralysis, Sleep, Confusion, Death, Lightning, Darkness, Silence, Mind

Unicorn

150

HP	150	ATT	20
ACC	35	DEF	8
AGIL	50	INTELL	50
EVA	33	MAG DEF	80
GIL	300	EXP	500

TREASURE: Ether
WEAK: Ice
RESIST: Quake, Paralysis, Sleep, Confusion, Death, Fire, Darkness, Silence, Mind

Vampire

046

HP	280	ATT	76
ACC	39	DEF	26
AGIL	36	INTELL	26
EVA	72	MAG DEF	75
GIL	2000	EXP	1200

TREASURE: None
WEAK: Fire, Dia
RESIST: Quake, Ice, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Vampire Lord

116

HP	300	ATT	90
ACC	42	DEF	28
AGIL	36	INTELL	34
EVA	72	MAG DEF	84
GIL	3000	EXP	2385

TREASURE: Hermes' Shoes
WEAK: Fire, Dia
RESIST: Quake, Ice, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Warg Wolf

008

HP	72	ATT	14
ACC	18	DEF	0
AGIL	27	INTELL	3
EVA	54	MAG DEF	46
GIL	22	EXP	93

TREASURE: Antidote
WEAK: --
RESIST: --

Warmech

118

HP	2000	ATT	128
ACC	200	DEF	80
AGIL	48	INTELL	50
EVA	96	MAG DEF	200
GIL	32,000	EXP	32,000

TREASURE: Genji Armor
WEAK: --
RESIST: Quake, Lightning, Ice, Fire, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Water Elemental

100

HP	300	ATT	69
ACC	68	DEF	20
AGIL	36	INTELL	32
EVA	72	MAG DEF	130
GIL	800	EXP	1962

TREASURE: None
WEAK: Ice
RESIST: Quake, Stone, Poison, Sleep, Confusion, Death, Fire, Paralysis, Darkness, Silence, Mind

Water Naga

101

HP	356	ATT	9
ACC	71	DEF	8
AGIL	36	INTELL	25
EVA	72	MAG DEF	116
GIL	2355	EXP	2355

TREASURE: None
WEAK: Lightning
RESIST: Quake, Fire

Weretiger

084

HP	160	ATT	30
ACC	40	DEF	16
AGIL	24	INTELL	8
EVA	48	MAG DEF	93
GIL	780	EXP	780

TREASURE: Sleeping Bag
WEAK: --
RESIST: --

Werewolf

009

HP	68	ATT	14
ACC	17	DEF	6
AGIL	21	INTELL	8
EVA	42	MAG DEF	45
GIL	67	EXP	135

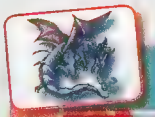
TREASURE: None
WEAK: --
RESIST: --

White Croc

054

HP	288	ATT	56
ACC	72	DEF	20
AGIL	24	INTELL	16
EVA	48	MAG DEF	143
GIL	2000	EXP	1890

TREASURE: Hi-Potion
WEAK: Lightning
RESIST: Quake, Fire



White Dragon

068

HP	200	ATT	53
ACC	50	DEF	8
AGIL	60	INTELL	25
EVA	120	MAG DEF	196
GIL	2000	EXP	1701

TREASURE: None
WEAK: Lightning, Fire
RESIST: Quake, Ice, Stone, Poison

White Shark

094

HP	344	ATT	50
ACC	86	DEF	8
AGIL	36	INTELL	16
EVA	72	MAG DEF	170
GIL	600	EXP	2361

TREASURE: Wyrmkiller
WEAK: Lightning
RESIST: Quake, Fire

Wight

043

HP	52	ATT	20
ACC	13	DEF	12
AGIL	21	INTELL	3
EVA	42	MAG DEF	45
GIL	150	EXP	150

TREASURE: None
WEAK: Fire, Dia
RESIST: Ice, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep

Wild Nakk

186

HP	80	ATT	15
ACC	20	DEF	20
AGIL	80	INTELL	40
EVA	40	MAG DEF	30
GIL	60	EXP	240

TREASURE: White Fang
WEAK: --
RESIST: --

Winter Wolf

069

HP	92	ATT	25
ACC	23	DEF	0
AGIL	27	INTELL	12
EVA	54	MAG DEF	55
GIL	200	EXP	402

TREASURE: Ice Shield
WEAK: Fire
RESIST: Ice

Wolf

003

HP	20	ATT	8
ACC	5	DEF	0
AGIL	18	INTELL	1
EVA	36	MAG DEF	28
GIL	6	EXP	24

TREASURE: None
WEAK: --
RESIST: --

Wraith

035

HP	86	ATT	22
ACC	22	DEF	4
AGIL	45	INTELL	18
EVA	90	MAG DEF	52
GIL	231	EXP	231

TREASURE: Crosier

WEAK: Fire, Dia

RESIST: Quake, Ice, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind

Wyrm

029

HP	260	ATT	40
ACC	65	DEF	22
AGIL	30	INTELL	24
EVA	60	MAG DEF	131
GIL	502	EXP	1218

TREASURE: None

GEAR: --

RESIST: Quake

Wyvern

028

HP	212	ATT	30
ACC	53	DEF	12
AGIL	48	INTELL	16
EVA	96	MAG DEF	115
GIL	50	EXP	1173

TREASURE: None

GEAR: --

RESIST: Quake

Yamatano Orochi

128

HP	1068	ATT	50
ACC	60	DEF	42
AGIL	45	INTELL	47
EVA	36	MAG DEF	180
GIL	800	EXP	4050

TREASURE: Braveheart

WEAK: --

RESIST: Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

Yellow Dragon

154

HP	500	ATT	50
ACC	68	DEF	16
AGIL	32	INTELL	30
EVA	96	MAG DEF	200
GIL	3000	EXP	2400

TREASURE: Lunar Curtain

GEAR: --

RESIST: Quake

Yellow Ogre

151

HP	150	ATT	25
ACC	30	DEF	15
AGIL	10	INTELL	5
EVA	23	MAG DEF	60
GIL	250	EXP	300

TREASURE: None

GEAR: --

RESIST: --

Zombie

010

HP	20	ATT	10
ACC	5	DEF	0
AGIL	3	INTELL	0
EVA	6	MAG DEF	25
LVL	12	EXP	24

TREASURE: Staff

WEAK: Fire, Dia

RESIST: Ice, Stone, Paralysis, Poison, Darkness, Sleep, Silence, Confusion, Mind, Death, Quake

SECRETS

15 PUZZLE

When you're on the ship, hold the X button and press the Circle button 23 times to access a sliding tile puzzle game called "15 Puzzle." The game tracks your best time and rewards you accordingly. You will receive two of the following items for top three finishes each time you complete it.

1st Place Finish: X-Potion

2nd Place Finish: Dry Ether, Elixir, Emergency Exit, Hermes' Shoes, Remedy, Turbo Ether

3rd Place Finish: Blue Curtain, Blue Fang, Cockatrice Claw, Red Curtain, Red Fang, Spider's Silk, Vampire Fang, White Curtain, White Fang

The following are the items you can win for completing the puzzle in a time that is greater than the time for the top three places. These items are given out one per win: Golden Needle, Antidote, Potion, 100 gil, Eye Drops, Phoenix Down, Echo Grass

ART GALLERY

There are 76 images to unlock in the art gallery. The higher your completion percentage, the more images you will unlock. To increase the game's completion percentage, empty every treasure chest, find all the enemies in the bestiary, and complete the bonus dungeons.

MUSIC PLAYER

Defeat Chaos and save your game to create a "Clear Data" file. This will unlock the Music Player in the Extras menu. The Music Player allows you to listen to the music you heard throughout the game. You only have to unlock the Music Player to access all of the available tracks.

TIME CHAMBER

Defeat Chronodia at least once and save your game to unlock this option in the Extras menu. This menu option enables you to return to any floors within the Labyrinth of Time that have had their blue seal broken. Press the Triangle button to read the rules for using the Time Chamber.

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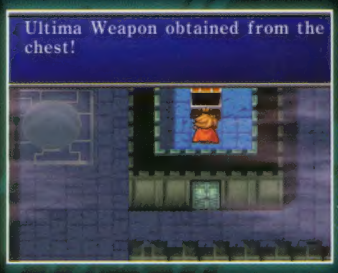

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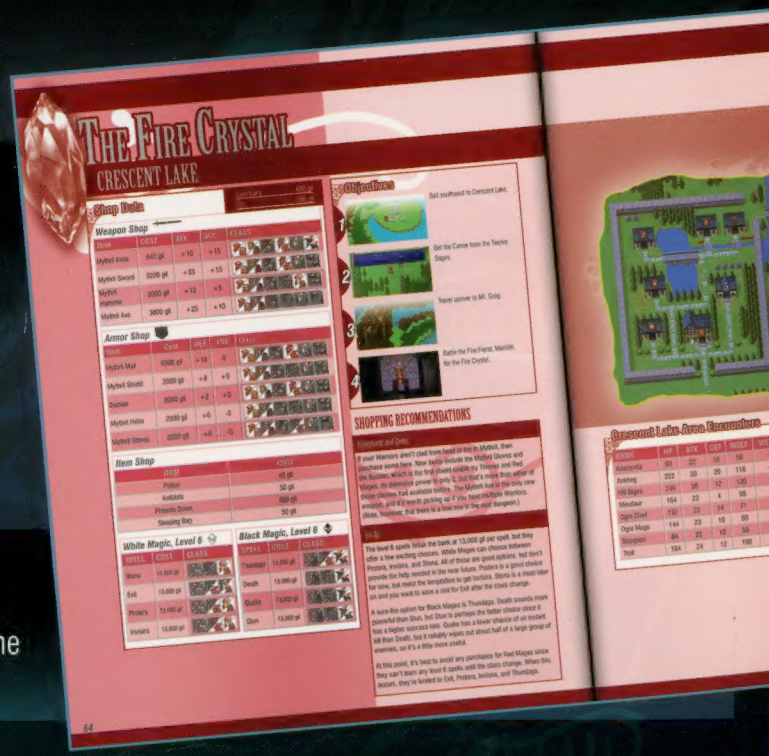

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